

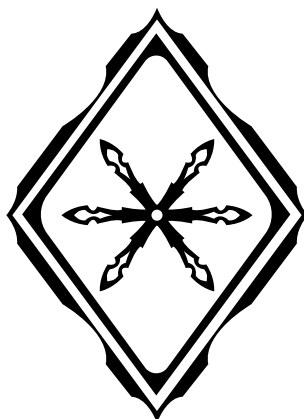


THE GREAT KNUCKLEHEAD RALLY

A Plague of Ancients Epic

To fight the despair brought on by the Everlasting Rime, an eccentric dwarf sponsors a fishing tournament she calls the “Great Knucklehead Rally.” The event draws the curious, the hopeful, and the cynical alike. And it also draws unexpected guests who’ll test the attendees’ mettle.

A Three-Hour Epic Adventure Optimized for 2nd-Level Characters



CREDITS

Designers: Celeste Conowitch, Shawn Merwin

Development: Chris Lindsay

Editing: Ashley Michaela “Navigator” Lawson

Art Director and Graphic Designer: Rich Lescouffair

Interior Art: Mark Behm, Jedd Chevrier, David René Christensen, Axel Defois, Olly Lawson, Robson Michel, Irina Nordsol, Robin Olausson, April Prime

D&D Adventurers League Guildmaster: Chris Lindsay

D&D Adventurers League Wizards Team: Brandy Camel, Lea Heleotis, Chris Lindsay, Chris Tulach

D&D Adventurers League Administrators: Ma’at Crook, Amy Lynn Dzura, Claire Hoffman, Greg Marks, LaTia Jacquise, Alan Patrick, Travis Woodall

Playtesters: Bill Benham, Justin Donie, Jefferson Dunlap, Joseph Dye, Paul Harpring, Robert Hawkey, Sarah Keortge, Chris Lindsay, J.B. Little, and Sage Stafford

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ADVENTURE PRIMER

This adventure is designed for **three to seven 1st- to 4th-level characters** and is optimized for **five characters with an average party level (APL) of 2**. Characters outside this level range can't participate in this adventure.

This is a special D&D Epic™ 3-hour interactive adventure, originally designed for four or more groups playing together. Each group must contain characters of tier 1 (levels 1–4).

This adventure occurs in Icewind Dale, on the shores of Maer Dualdon near the Ten-Town of Termalaine.

EVENT ADMINISTRATORS

Guidelines for coordinating this event appear in appendix D, “Administrator’s Guide.” This appendix also contains a framework for running this Epic online. If you aren’t helping coordinate, you don’t need to read or print this section of the adventure.

BACKGROUND

Icewind Dale is submerged in permanent darkness, and the citizens of Ten-Towns struggle to survive what they’re calling the Everlasting Rime. This curse, leveled by the goddess Auril, brings even greater hardship than usual to the denizens of the frozen North.

With the help of her three husbands, dwarf adventurer Kreena Copperknight recently plundered treasure and resources from Echilakk, a frost giant everlasting one who lives on the Reghed Glacier with her many and diverse followers.

Kreena decides to share her bounty with the people of Icewind Dale by sponsoring a fishing tournament and carnival. The festival atmosphere is both uplifting and bizarre, but the festivities are interrupted by awakened animals under the direction of Mother Tusk, an awakened walrus. They inform the revelers that an army of verbeeg led by Echilakk is marching on this location. They suggest four tasks the characters can undertake to help prepare for the assault.

After completing those tasks, the adventurers must return to the festival site to drive back Echilakk’s verbeeg army.

OVERVIEW

The adventure’s story is spread over three parts and takes approximately 3 hours of play time, although more than 3 hours is suggested to allow additional time for play, and for short breaks and event coordination between parts.

PART 1: THE RALLY (60 MINS)

The characters arrive at the Great Knucklehead Rally, where they can mingle with interesting NPCs, as well as take part in contests, including the Great Knucklehead Rally fishing tournament. This is mainly a roleplaying encounter, with the possibility of costumed NPCs moving among the groups. The NPCs might provide boons to the parties, and the outcome of any contests is decided with dice rolls and roleplaying.

At the end of this part, Mother Tusk’s children arrive to warn the characters of the approaching giant army and suggest ways to prepare for the impending assault.

EPICS IN ONLINE PLAY

One of the attractions of Epic play is the feeling of camaraderie instilled by playing in a large area filled with excited players, as well as the face-to-face interaction between groups and NPCs in that setting.

The pandemic we currently face makes such gatherings problematic. Much D&D play has moved online, and that medium offers both challenges and opportunities. Throughout this adventure, we provide sidebars like this to discuss and offer suggestions for porting the Epic experience to an online venue. Appendix D also contains a framework for running this Epic online.

PART 2: QUESTING (60 MINS)

Each party decides which quest it wants to undertake. Each quest lasts 60 minutes:

- **Family Business:** Mother Tusk and her children are trapped in a cave and must be rescued so they can assist with the defense.
- **Counterintelligence:** A diviner named Nass Lantomir lives nearby. With her divination powers, she might be able to ascertain the best strategy for defending against the army.
- **Cry Wolf!** There are many Reghed Wolf nomadsgathered nearby. If they can be persuaded to help with the defense, it gives the group a better chance to survive the onslaught.
- **Mammoth Stampede:** A herd of mammoths the giant army plans to use as mounts is lightly guarded at a secret location between the incoming army and the lake. If the mammoths can be taken out of the equation, the giants will be forced to attack on foot.

The success of each quest makes the final battle against the giant army easier, while failure makes things more difficult. If all four quests are successful, the collected characters might even have a chance of surviving Echilakk and her verbeeg army’s attack.

PART 3: A GIANT BATTLE (60 MINS)

After the success or failure of the individual quests from part 2 is calculated, the final battle begins as the giant army arrives on the scene. Tables can be grouped together in smaller clusters based on party strength to deal with the verbeeg, and all tables must work together to take down the frost giant leader.

ADVENTURE HOOKS

The adventurers, trapped in Icewind Dale due to the Everlasting Rime, hear that a wealthy adventurer is sponsoring a fishing tournament she calls the “Great Knucklehead Rally.” The contest takes place on the shores of Maer Dualdon just south of the town of Termalaine. The shindig promises to be interesting at the very least, and possibly quite lucrative for enterprising souls.

STRUCTURAL REQUIREMENTS

As a D&D Epic™ event, this adventure supports multigroup play, interaction between the groups, and larger roleplaying opportunities. In addition, instructions are provided to make this adventure playable by just one table while maintaining the epic scope of the adventure's story.

The first part of this Epic has a festival-type feel, though it's a bit more on the bizarre side since the residents of Icewind Dale aren't feeling particularly festive. However, there are contests the characters can take part in, and many NPCs present for them to interact with. These NPCs can be played by costumed actors for large events, or DMs can be asked to play the NPCs in part 1, since they don't have to run the tables.

The second part is a standard D&D game, with no wandering NPCs and the DMs managing play on their own without interruption.

The third and final part is a multigroup battle. Parties are divided by party strength and turned into "pods." Normal, Strong, and Very Strong parties are their own pod. Two Weak parties make a pod. Three Very Weak parties make a pod. Each pod takes on a combat challenge within the final battle.

Also during the third part, the groups must work together to bring down Echilakk and her mammoth mount as she moves around the battlefield and attacks. Alternatively, the collected groups can choose to turn over Kreena to Echilakk to save themselves.

INTERACTIVE RESTRICTIONS

The following restrictions apply throughout this D&D Epic™ event:

SHORT AND LONG RESTS

The event plays out in just a few hours of game time. Players can't afford to take long or short rests on their own. However, a rest is built into the adventure at the end of part 2. The type of rests and benefits of those rests are detailed at the beginning of part 3, and they're dependent upon the strength of each individual group at the event.

If players have access to the *catnap* spell, they can cast it to gain the benefits of a short rest.

SPELLCASTING

Right from the start of the adventure, the characters have limited time to prepare for the giant attack. As such, the following rules apply:

- There isn't time to cast spells with a casting time of longer than 5 minutes before the event begins.
- Spells with a casting time of longer than 1 hour can't be cast during the event at all.
- Spells that affect areas over 200 feet in radius (e.g. *control weather*) can affect other groups at the administrators' discretion. Inform the administrators if one of your players casts a spell with such a range.
- Characters can't cast spells on characters at other tables unless the text specifically allows it. Winning the Event

To win the event, the players must defeat Echilakk and her mammoth mount while surviving the verbeeg's onslaught. Successes during part 2 make the final battle against the frost giant everlasting one more manageable, but it's still a difficult battle with many potential casualties.

RUNNING THE EVENT FOR A SINGLE TABLE

This event can be run for a single table, using the following considerations:

Part 1. Allow characters to take part in at least one of the three main competitions. Also allow each character to interact with at least two of the NPCs. If time isn't a factor, you can allow them to take part in more at your discretion.

Part 2. These quests should be run as written for a single table. Assume that quests your party didn't attempt were neither successes nor failures. If you have time, you can run more than one quest for your party. Don't, however, allow your party to take extra rests if you do so.

Part 3. This part should be run as written for a single table. The success or failure of the entire adventure can still be determined using the same criteria as with a larger group.

THE RALLY

Meet some interesting people and blow off steam at the Great Knucklehead Rally!

Estimated Duration: 60 minutes

THE CHARACTERS ARRIVE AT THE GREAT Knucklehead Rally, where they can mingle with interesting NPCs, as well as take part in contests.

When the adventure is ready to begin, the event's benefactor Kreena Copperknight addresses the crowd.

KREENA'S WELCOME

In this scene, Kreena Copperknight (chaotic good dwarf **veteran**) welcomes the players to the Great Knucklehead Rally, which she's organized and sponsored with the fortune she made as an adventurer. She then invites them all to participate in one of the scheduled competitions. Each player chooses which of the three they'd like to join, then the games begin. Several interesting NPCs are also present, and interaction with them might yield important information or resources the characters might be able to use later in the adventure.

The Great Knucklehead Rally is in full swing. People from across Ten-Towns and Icewind Dale wander through clusters of festively colored tents and makeshift food stalls. A band plays somewhere among the tents, filling the crisp arctic air with warbling notes.

Dozens of torches and lanterns light the area, staving off the now-perpetual darkness hanging above the dale. These lights reveal the rally-goers are weary, yet determined to forget their hardship for just a few hours.

As you take in the scene, a female dwarf with fiery hair climbs atop a wooden platform. She raises her hands, and the band falls silent.

"Good people of Ten-Towns and Icewind Dale, welcome to the Great Knucklehead Rally! I'm Kreena Copperknight, and I wanted to share the bounty of my long and successful adventuring career with you all.

"We of the Copperknight clan have a saying: 'the hardest substances yield the best treasures!' With that thought in mind, I invite you all to forget these troubling times for a few hours. Let us instead drink, eat, and compete as only

the bravest and strongest of Icewind Dale can! There are three events to mark the day, so find my husbands and take your best shot at winning.

"My brave Therdock is overseeing the main event, the Knucklehead Rally, where you can test your luck and angling skills. My ingenious Javon is the judge for the ice sculpture contest, testing both your artistic spirit and your crafting ability. My charming Bramali is looking to crown the best thespian at the rally in a dramatic reading contest. Now, grab a tankard, enjoy some food, and let the games begin!"

"Also, make sure you take the time to greet each other. Friendship is as good as kinship in a land of strangers, and you never know how one kind word might make all the difference in someone's life. Now, grab a tankard, enjoy some food, and let the games begin!"

OBJECTIVE

The players can enter one of the games and compete to win. They also can interact with important NPCs to gain information and resources.

AREA INFORMATION

The Great Knucklehead Rally is situated in a makeshift fairground a short distance south of the town of Termalaine. The land is flat, snowy, and borders on the mostly frozen lake Maer Dualdon. Torches and lanterns have been arranged throughout the area to provide sufficient light in the continual weak twilight of Auril's cursed darkness.

THE EVENTS

There are three main events the characters can choose to participate in while at the rally, with one of Kreena's husbands serving as the master of ceremonies for each. Give the following event descriptions to the players and proceed to the following sections when they've decided which they'd like to compete in.

- The Fishing Tournament tests your luck and angling skills in catching the most fish possible.
- The Ice Sculpture Competition puts your artistic abilities and crafting skills to the test to make the finest work of art.
- The Scene Festival puts you on the stage to impress the world with your acting chops.

FISHING TOURNAMENT

To compete in the fishing tournament, you head toward the frozen lake just outside the ring of tents.

A ruddy-skinned dwarf, wearing multiple packs and a bearskin cap, waves to your approaching group. Behind him are tables laden with fishing poles, lures, and buckets.

Carved holes and stools set up for ice fishing dot the lake's frozen surface.

The master of ceremonies for the fishing competition is Kreena's first husband, Therdoc (neutral good dwarf **mage**).

Gather all the players who decide to compete in the fishing tournament and explain the rules.

- Ask every competitor to choose their fisher name. This name must be a color then a type of fish (e.g. Red Salmon, Yellow Piranha, etc.). Ideally, each fisher will receive a name tag to write this on.
- Explain that fishing for knucklehead trout is always a game of chance. Give each player a card from a standard 52-card deck.
- When the first round is ready to begin, explain the rules. The master of ceremonies will draw a card from the deck. All fishers whose card matches the color of the drawn card have caught a fish and stay until the next round. The other fishers are out of the tournament.
- Draw the card, check who's out from the participants, make sure to list aloud the fisher names of those disqualified.
- When you're ready for the second round to begin, explain the rules. The master of ceremonies will draw a new card from the deck. All fishers whose card matches the suit of the drawn card have caught a fish and stay until the next round. The other fishers are out of the tournament.
- Draw the card, check who's out from the participants, make sure to list aloud the fisher names of those disqualified.
- When you're ready for the third round to begin, explain the rules. The master of ceremonies will draw a new card from the deck. The fisher with the card closest in value (aces low) to the drawn card wins the tournament. If there's a tie, the tied fishers draw new cards then compare values again to determine the winner (repeating as necessary until a clear victor is declared).
- Draw the card, determine the winner, list aloud the fisher names of those disqualified, then lead all the fishers in a cheer of the winner's fisher title.

When the event concludes, direct the players to return to their respective tables.

ONLINE PLAY

The framework provided in appendix D describes an alternative method for handling the fishing tournament when running this Epic for several groups online. This alternative method yields a winning group rather than a winning individual. This method is always quicker to adjudicate, leaving more time to handle the other contests and NPC mingling in a more problematic online environment.

ICE SCULPTURE COMPETITION

To compete in the ice sculpture competition, you head to the center of the rally grounds.

A dark-haired dwarf arranges sets of picks and brushes on a table—his many braids glitter with delicately wrought ornaments and beads.

Tall blocks of ice spaced equally apart fill this area, ready to be carved.

The master of ceremonies for the ice sculpture competition is Kreena's second husband, Javon (lawful neutral dwarf **war priest**).

Gather all the players who decide to compete in the ice sculpture competition and explain the rules.

- Ask every competitor to choose their artist name. This name must be a feeling then a type of creature (e.g. Sad Goblin, Excited Beholder, etc.). Ideally, each artist will receive a name tag to write this on.
- Explain that every artist will be given a canvas (a piece of paper) and they have 10 minutes to create a sculpture that best represents the spirit of Icewind Dale. Once the 10 minutes are up, each artist votes for their favorite piece (other than their own). Make sure to provide the artists with pencils and paper.
- Start the timer, then collect and display the pieces once the time is up. Ideally, you give each artist a token to leave by the entries as a vote, otherwise have them write down their votes on scraps of paper.
- Tally the votes, declare the winner, then display the piece for the remainder of the event.

When the event concludes, direct the players to return to their respective tables.

ONLINE PLAY

The framework provided in appendix D describes an alternative method for handling the ice sculpture competition. This alternative method allows players to use a variety of media to create and display their entry, as well as share it with the administrators and groups.

SCENE FESTIVAL

To compete in the dramatic readings, you push closer to the central wooden platform.

A hairless dwarf dressed in a striking black doublet has leaped onto the stage and is arranging a selection of scrolls.

A cluster of chairs has been arranged in front of the platform to create a makeshift theater.

The master of ceremonies for the dramatic reading competition is Kreena's third husband, Bramali (chaotic neutral dwarf **bard**).

Gather all the players who decide to compete in the scene festival and explain the rules:

- A selection of scenes is provided for the performers to choose from. There are scenes for one, two, and three or more performers. Have the participants choose their scenes and organize them into the appropriate groups.
- Ask each group to come up with a troop name. This name must be an adjective then a profession (e.g. the Merry Jesters, the Witty Carpenters, etc.). Ideally, each performer will receive a name tag to write this on.
- Explain that each group has 10 minutes to rehearse their scenes, and then will be asked to perform them in front of the group.

Once the 10 minutes have elapsed, all groups perform their scenes. Bramali declares that everyone who perpetuates the art of theater is a winner. The scenes can be found in **appendix E, "Scene Festival Handouts."**

ONLINE PLAY

The framework provided in appendix D describes an alternative method for handling the acting contest when running this Epic for several groups online. This alternative method allows online players to create their own short scenes or dialogues without having to interact with each other.

THE NPC MENAGERIE

The following NPCs are available to interact with throughout this adventure. The DMs for the event can dress up to represent one of these NPCs. During part 1, they can mingle with the players, interacting with them and providing boons as described below.

Providing Boons. Each NPC can provide a limited number of boons. The cap is one boon per every three groups participating, rounded down.

BALOK COPPERKNIGHT

Balok is Kreena's cousin. He runs a successful ale-brewing business. He's provided libations for the rally and is carousing with the attendees to drum up more business.

Personality Traits. Balok is the picture of an entrepreneur; he's cheerful when he smells a sale, but turns snobby if his products don't receive their proper due.

What They Can Provide. Balok is walking around the rally offering free tastes of his newest brand of ale. He asks characters who try the samples to describe what tasting notes they detect. With a successful DC 15 Intelligence (Nature) check, a taster assesses the flavor profile correctly.

Characters who impress Balok with their discerning palate are offered a cask of highly potent fire whiskey that went bad. It's undrinkable, but in the final battle, if the barrel takes fire damage, it explodes as per the *fireball* spell.

KODA

Koda is a sled dog whose owner perished while crossing the tundra of Icewind Dale. Her pack now roams wild across the dale, but the smell of food prompted them to investigate the rally.

Personality Traits. Koda is highly intelligent and trained to lead a team effectively. Being forced to survive in the wild has made her wary, but she reverts to her naturally cheerful state when shown kindness.

What They Can Provide. Koda wanders around the rally, looking for scraps of food for her pack. Koda tentatively approaches characters to sniff them for food. If the character is kind toward Koda and offers her food, they may attempt a DC 15 Wisdom (Animal Handling) check. On a success, Koda remembers the character's kindness and returns to help them in the final battle.

If the characters ingratiated themselves with Koda, one sled dog (use the **wolf** stat block) from her pack shows up to help them in the final fight.

KUORI STRONGARM THUUNLAKALAGA

Kuori is a Thuunlakalaga clan goliath hailing from the nearby Wyrmdoom Crag. While traveling across the dale, the festivities piqued her curiosity and she decided to meet some of the dalefolk.

Personality Traits. Kuori's an extremely competitive athlete who delights in displays of strength. She isn't familiar with the customs of Ten-Towns, but challenging people to wrestle her is her way of being friendly.

What They Can Provide. Kuori wanders through the rally, challenging people to prove their might against a goliath. Kuori challenges a character to an arm wrestling match, which is a DC 15 Strength (Athletics) check. On a success, the character wins the match.

If a character defeats Kuori, she's delighted and gives them a *potion of growth*, telling them "Because you have the heart of a goliath, you should experience being the size of one."

SELANAR ELAYDARK

Selinar is a half-elf assassin who attended the rally to dispose of a mark quietly. Now he's looking to hand off some incriminating evidence to cover his trail.

Personality Traits. Selinar is a professional killer who's remained active in Ten-Towns by keeping his secrets close. He's silent whenever possible and prefers to go unnoticed.

What They Can Provide. Selinar makes odd hand gestures as he walks around the rally. If any characters who understand thieves' cant spot him, they recognize his offer to hand off some useful supplies, no questions asked.

If a character who understands thieves' cant confronts Selinar about his message, he gives them a *potion of poison*. The character receiving this potion is aware of its contents. During this event, a character can use an action to cover a creature in the potion, which is affected as if it had drank the potion.

RUDY ROSENBLATT

Rudy is a teenage human page who serves a knight traveling through Icewind Dale. Her master instructed her to deliver a precious sword to another knight who'd be attending the rally.

Personality Traits. Rudy's usually an excellent page, but her master's poor instructions have left her bored and impatient. She's eager to hand off her package to someone so she can play some games.

What They Can Provide. Rudy's been walking around the rally looking for the person she's supposed to give the sword to. No one matching her master's description is in attendance, so now she's eager to hand the sword off to anyone who looks like a knight. Rudy approaches characters and asks them if they're a Knight of the Silver Star. With a successful DC 15 Charisma (Deception) check, a player convinces Rudy they are indeed a knight of the order. A character who's wearing a silver star has advantage on the check.

If the player convinces Rudy they're a knight of the order, she gives them an alchemically treated longsword that deals an extra 1d4 fire damage on a hit. The longsword is nonmagical and loses this property at the end of this event.

DOXI WHIRGLITZ

Doxi is a gnomish artificer attending the rally to test out her latest creation: a clockwork trout capable of fishing for you.

Personality Traits. Doxi is a curious person, always focused on her next great project. Her focus on the next big idea often leads her to forget small or essential details.

What They Can Provide. When Doxi tried to put her fish in the water, it began to spark and blew a sprocket. Doxi now walks around the rally, searching for anyone who might be able to help her fix it. Doxi approaches the players shows them her clockwork fish and asks if they'd be able to help repair it. A successful DC 15 Dexterity check made using tinker's tools allows a player to fix the device.

If a character helps fix Doxi's device, she's grateful and promises to catch up with them later to show off the other inventions she brought. During the final battle, Doxi gives the characters access to a ballista (See "Siege Equipment" in chapter 8 of the *Dungeon Master's Guide*).

OL' JACK

Jack is an elderly human hermit, well-known in the town of Termalaine. He has the gift of prophecy, and he often gives dire warnings about the future, which most people ignore. He repeats the following prophecies:

- “That damned dwarf is going to bring ruination down upon the entire lot of us!”
- “The three-headed menace from the Reghed Glacier seeks what’s rightfully hers, and she’ll stop at nothing to get it back.”
- “The darkness isn’t the only danger in the sky. The inky blackness hides threats from another world.”
- “So many people are going to die today. So many! We’re all doomed. DOOMED!”

Personality Traits. Jack’s lived a long life full of adventures. While his prophecies don’t always make sense at the time, he has keen instincts. Jack genuinely wants to help those around him when he can.

What They Can Provide. Jack wanders through the rally, trying to warn people that massive trouble is on its way. Jack approaches the characters and begs them to heed his warnings. A successful DC 15 Wisdom (Insight) check allows a character to determine that Jack’s making genuine prophecies (of the near future).

If a character is convinced, Jack is relieved and gives them one magic bean from his *bag of beans*. The bean does nothing if planted, but explodes if thrown (range 30ft.). If thrown, each creature within 10 feet of the bean must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much on a successful one. The bean becomes inert at the end of the event.

WHIMSY

Whimsy is a tiefling merchant who’s attending the rally to peddle her alchemical wares.

Personality Traits. Whimsy acts very much like her self-given name. She enjoys the lighter things in life and values beauty above all else.

What They Can Provide. Whimsy took a break from her stall, had a few drinks, and is now happily floating about the festival asking to hear songs or poems. Whimsy approaches the characters and asks if they happen to know any. If a player recites something, or if a character makes a successful DC 15 Charisma (Performance) check, Whimsy is delighted.

If Whimsy gets to hear a poem or song, she gives the character a *potion of greater healing*.

DASH MALIGAR

Dash is a half-orc trapper keen to forget his recent poor luck. He’s doing his best to enjoy the rally but can’t get his mind off work.

Personality Traits. Dash isn’t used to being around large groups of people, but he’s trying his best. He’s a serious person and cares deeply for the comfort of those around him.

What They Can Provide. Dash wanders about the rally, trying to meet new people by asking if they’ve “done any good hunting lately.” A character who makes a successful DC 15 Wisdom (Survival) check can hold a conversation with Dash about hunting.

If Dash finds someone with whom he can have a conversation, he’s grateful and stays to help defend against the giants. He builds a 10-foot-square spiked pit trap (see “Sample Traps” in chapter 5 of the *Dungeon Master’s Guide*), large enough to harm a verbeeg. The characters can place the trap on their part 3 map before the start of the battle.

STRAWBERRY FIELDS

Strawberry is a halfling bard who's wandered to Icewind Dale hoping to find his next great inspiration. He's attending the rally, seeking exciting people to meet.

Personality Traits. Strawberry's been quite melancholy lately since he feels in a creative rut. He's eager to try new things and meet new people in hopes of igniting his artistic passion.

What They Can Provide. Strawberry wanders the rally strumming on his lute. He approaches players asking if they could perform a magic trick for him without actually using magic. If a player makes a successful DC 15 Dexterity (Sleight of Hand) check, Strawberry feels inspired and thanks them.

If a character inspires Strawberry, he shows up during the first round of the final battle and gives them one Bardic Inspiration die (a d6).

After the competitions and NPC interactions have gone on for 50 minutes, ask everyone to return to their tables, so the winners of the events can be announced. Continue to the next section, "Giant Problems."

GIANT PROBLEMS

In this scene, the players reassemble at their tables to celebrate their victory. As Kreena leads them in a rousing callback cheer, three awakened animals burst onto the scene. These animals report that an army of giants is on the way, and the heroes must prepare for attack if there's to be any chance of survival.

OBJECTIVE

Each group must decide which of the four proposed tasks they undertake to help prepare for the impending battle.

AREA INFORMATION

This scene takes place around the central platform of the rally grounds.

FIGHT SONG

Kreena once again climbs the platform and waves her hands for silence before addressing the crowd, "You've all proved yourselves worthy champions! Before the festivities resume, let's give a cheer to shake the snow from the mountaintops! Repeat each line after me."

The performer playing Kreena leads the room in the following callback chant. Read one line aloud, wait for the crowd to call it back, and repeat until the end.

"People of Faerûn,
Hear our voice,
For the toughest,
There is no choice,
When other hearts,
Begin to pale,
Not the heroes,
Of Icewind Dale."

Once the players have quieted down, proceed to the next section:

"We need spirit like that to get us through this trial of darkness. If the resourcefulness and talent I've seen today are any indication, we'll triumph over anything nature or the gods can throw at us! Now, it's time to crown our winners."

An avian shriek suddenly splits the air, as a snowy owl lands on the platform next to a startled Kreena. The owl begins to speak, addressing you all: "People, please listen carefully. We've come to help you, as some of you helped us before!"

An arctic fox leaps onto the platform next, followed by a scrambling otter. The otter says, "There's a whole army of giants coming this way! They're destroying everything in their path. You don't have long until they arrive."

The fox chimes in, "If you don't stop them, these giants will continue to ravage the towns, then our forests next. We have some ideas on how to help if you're brave enough to try."

This trio of awakened beasts is Ollie the owl, Spritzel the otter, and Wiskette the fox. All three are members of a family of awakened animals lead by an awakened walrus named Mother Tusk (players familiar with DDAL10-00 *Ice Road Trackers* have already met these animals).

The animals have four quests that can help prepare for the battle to come. Read these quest descriptions to the table, then let them decide which they undertake in the next portion of the adventure (each table has time for only one quest):

- This trio of animals is part of a larger clan of awakened animals lead by a walrus named Mother Tusk. Allies of the giant army have left the family trapped in a collapsed cave. If freed, the awakened animals join the fight.
- A divination specialist named Nass Lantomir lives nearby. If she's found and convinced to help, she could divine the giants' plan of attack, giving a strategic advantage in the battle to come.
- A group of Reghed Wolf nomads are gathered nearby. If they can be persuaded to help defend the area, it gives the group a better chance to survive this onslaught.
- The herd of mammoths the giant army plans to use as mounts is currently being lightly guarded in a secret location between the incoming army and the lake. If the mammoths can be taken out of the equation, the giants will be forced to attack on foot.

Once your table has decided which quest they'll undertake, send your table captain to tell the administrators. Proceed to part 2: Questing when instructed to do so by Epic HQ.

QUESTING

Estimated Duration: 60 minutes

THE ADVENTURERS GO OFF ON THEIR INDIVIDUAL quests to see if they can obtain help in the looming conflict with the approaching giant army.

RUNNING THE QUESTS

Each table has 60 minutes to complete their quest. As the DM, it's your job to keep an eye on the clock and keep the action moving.

When an administrator calls time for this part, send the table captain to Epic HQ with the results. If the party didn't finish the quest, it's considered a failure.

FINAL CALCULATIONS

When the results for all the tables are in, look at how many tables succeeded, partially succeeded, or failed at each quest. The most prominent result for each quest determines the overall success or failure for that quest.

LOW-LEVEL EPIC PLAY

Tier 1 characters, especially those of first and second level, are quite fragile and have limited resources. This can make play in Epic events like this one particularly challenging. Epics are supposed to present larger-than-usual challenges, and often low-level characters don't have the resources and capabilities to meet those challenges.

This Epic provides many benefits to the lower-level characters, such as temporary hit points and rejuvenating options. Even with those, DMs may need to find ways to keep the characters in the fight. When a challenge is obviously too much for the characters, allow them to be knocked unconscious or to flee so they have the option to fight again in the next part. The NPCs described throughout this adventure can step in to assist characters as needed.

Dying bravely and heroically has always been a part of D&D play. That doesn't mean, however, that players want to see their characters die in uninteresting and unheroic ways.

QUEST 1: FAMILY BUSINESS

Rescue Mother Tusk and her family from the collapsed cavern!

Estimated Duration: 60 minutes

In this quest, the characters cross the tundra to free the awakened animals from a collapsed cavern. Flash, an awakened axe beak, volunteers to rally his comrades and help transport the party quickly. Upon arriving, the characters discover a hungry winter wolf stalking the collapsed cave entrance. Once the wolf and the collapse are dealt with, Mother Tusk's family is free to help the party in the final battle.

INTRODUCTION

If the players choose this quest, read the following boxed text aloud:

The three animal messengers sigh with relief as you decide to help Mother Tusk. Then Wiskette groans and says, "Our family cave is near here, but it's probably two hours away on your feet. How can you possibly get there and back before the giants arrive?"

The three animals begin to mutter among themselves before a voice comes from a nearby pen. A tall, gray-feathered axe beak steps up to the edge of the fencing and says, "Howdy, folks! Pardon my interruption, but it sounds like you need a couple of heroes. My posse and I would be happy to oblige."

The speaker is Flash, an awakened axe beak. Even since Flash awakened, he's served as Kreena's mount, viewing himself as her partner. While Flash isn't part of Mother Tusk's family, he's happy to do anything he can to protect Kreena and her interests.

Flash is currently penned up with the axe beaks who belong to the other rally-goers (there's one axe beak per character) and proposes the party members each ride a bird to reach the cave in record time.

Once the party is ready to go, Flash opens the pen, and the axe beaks allow the characters to climb on. The other awakened animals wish the party luck and urge them to hurry.

When the party sets off, proceed to the next section: Whether the Weather.

WHETHER THE WEATHER

In this scene, the party must outrun a localized snow squall that threatens to stop their progress. When they arrive at their destination, they must contend with the winter wolf lying in wait. After surviving the squall and the wolves, the party is free to dig out the collapse that's trapped Mother Tusk's family.

OBJECTIVE

The characters are swept up in a chase encounter that forces them to reach their destination before a blizzard swallows them up.

AREA INFORMATION

This chase takes place over an area of tundra 200 feet long. The collapsed cave is at the end of this expanse.

GREAT RACE

As your mounts carry you across the snowy landscape, the wind picks up with furious speed. Shards of ice blast forth and an evil howl rips through the air as a blizzard whips to life just behind your group.

Flash yells out over the wind: "Hold onto your hats, gang. We've got ourselves a flurry to outrace!"

Have everyone roll initiative as this chase encounter begins (See "Chases" in chapter 8 of the *Dungeon Master's Guide*). The blizzard moves on initiative count 10.

As long as a player rides their axe beak, their base movement speed is 50 feet per round. To use the Dash action while riding an axe beak, the character must first make a successful DC 15 Wisdom (Animal Handling) check. On a success, the axe beak can move 50 extra feet that round.

When the chase begins, the blizzard is 100 feet behind the party. It moves forward 50 feet each round and isn't affected by complications.

Any characters who begin their turn in the same area as the blizzard are "lost" and removed from the chase. They take 4 piercing damage per character level, and arrive at the start of the third round of combat in the next section "Bad Wolf."

At the start of their turn, each character rolls on the Tundra Chase Complication table below. When rolling to resolve complications, use the characters' statistics (not the axe beaks').

TUNDRA CHASE COMPLICATIONS

d20	Complication
1	A moose appears from nowhere, blocking your way. Make a DC 15 Dexterity (Acrobatics) check to dodge past the moose. On a failure, the axe beak can't move this turn.
2	A strap on your saddle snaps. Make a DC 15 Wisdom (Survival) check to secure it. On a failure, the axe beak can't move this turn.
3	A snowdrift shaped like a giant crag cat spooks your mount. Make a DC 10 Wisdom (Animal Handling) check. On a failure, the axe beak can't move this turn.
4	You must make a successful DC 10 Constitution saving throw or be blinded by blowing snow until the end of your turn. While you're blinded in this way, the axe beak can't move.
5	The ground becomes coated with ice. You must make a DC 10 Dexterity saving throw to steer the axe beak. On a failed save, the axe beak can't move this turn.
6	A sudden drop catches you by surprise. You must make a DC 10 Strength saving throw to hold on to the axe beak. On a failed save, you fall into a small ravine, taking 3 bludgeoning damage per character level.
7	A ravine blocks your path. You must make a successful DC 10 Strength (Athletics) or Dexterity (Acrobatics) check to cross the impediment. On a failure, the axe beak can't move this turn.
8	You blunder close to a hunter's bear trap. You must make a successful DC 10 Wisdom (Perception) check to avoid it. On a failure, you run the axe beak into it and the axe beak can't move this turn. Additionally, until you make a successful DC 10 Strength (Athletics) or Dexterity (Sleight of Hand) check as an action to disarm the trap, the axe beak can't move on subsequent turns.
9	Your axe beak becomes frightened and disoriented. You must make a successful DC 10 Charisma (Intimidation or Persuasion) check to urge it forward again. On a failure, the axe beak can't move this turn.
10	There's strange terrain ahead. Make a DC 10 Intelligence (Nature) check to navigate the terrain. On a failure, you collide with something hard and take 2 bludgeoning damage per character level.
11–20	No complication.

As the chase ends, the party arrives at the collapsed cave entrance. Proceed to the next section. Any characters lost in the blizzard arrive at the **start of the third round** of combat with the winter wolf.

BAD WOLF

As the sounds of whipping wind grow fainter, a rocky cliff face looms before you. A large pile of frosted boulders fills the entrance to a cave.

The party successfully reaches the cavern entrance, which allies of the giant army collapsed to seal the animals inside.

When the party examines the cave-in, a hidden **winter wolf** attacks. It has the following modifications:

- It only has 60 hit points.
- Its Cold Breath doesn't recharge.

Characters with a passive Wisdom (Perception) score of 16 or higher notice fresh paw prints in the snow. If a character announces they're looking around before they begin digging, a successful DC 14 Wisdom (Perception) check reveals the paw prints.

If signs of the wolf aren't detected, the characters begin combat surprised. The wolf is hungry and was attracted to the cave by the smell of fresh prey. It's strongly inclined to attack, though a good enough argument may persuade it to leave without a fight.

Once the wolf is dealt with, the party can resume digging out the cave mouth. When the passage is clear, proceed to the next section.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The **winter wolf** only has 40 hit points, remove its Cold Breath, and its bite deals 5 (1d6 + 2) damage.
- **Weak:** Remove the **winter wolf's** Cold Breath, and its bite deals 5 (1d6 + 2) damage.
- **Strong:** The **winter wolf** has no modifications.
- **Very Strong:** Add one **winter wolf** (without modifications).

FAMILY REUNION

Clearing the cave entrance requires thirty minutes of work, with all the characters and axe beaks pitching in, followed by a successful DC 14 group Strength (Athletics) check. Keep track of any failed checks.

The last rocks fall away to the sounds of chirps, barks, and whinnies. Clustered in the cave is a group of animals surrounding a stately walrus.

She says, "Ah, it seems my scouts found you! Thank you for freeing us, but we don't have much time. Some of us would slow you down, but the warriors among us can help you fight off these giants!"

The walrus is Mother Tusk, leader of the band of awakened animals. She, her pup, and the other slower animals remain in the cave, but the faster beasts accompany the party to face the giants.

The party can now return to the rally grounds for the final battle. You've completed part 2. Send your table captain to Epic HQ with your results. Move on to part 3 only after getting notification to do so.

QUEST REPORT

As soon as the quest is complete, send your table captain to Epic HQ with the results. The table captain should tell the people running Epic HQ that quest 1 was either a total success, a partial success, or a failure.

DETERMINING SUCCESS

Count each character lost in the blizzard, each character who fell unconscious in the battle, and each failed group Strength (Athletics) check as one demerit.

Total Success. The party completed this quest on time with three or fewer demerits.

Partial Success. The party completed this quest on time with four, five, or six demerits.

Failure. The party completed this quest with seven or more demerits or didn't complete it in time.

QUEST 2: COUNTERINTELLIGENCE

Seek out information from a diviner who's lurking in the area!

Estimated Duration: 60 minutes

Nass Lantomir is holed up in a cave, preparing to fight a yeti. Nass agrees to help the party if they assist her in defeating the yeti. Once they agree, Nass gives them her crystal pendulum to locate the creature. When Nass has the yeti's heart in hand, she divines the details of the giants' attack.

INTRODUCTION

If the players choose this quest, read the following boxed text aloud:

When you decide to seek Nass the diviner, the snowy owl chirps, "Owl right then! While flying in the area, I've seen this wizard near some old cabins not too far from here. I can lead you there by the fastest route."

The speaker is Ollie, an awakened owl. Ollie frequently serves as a lookout for Mother Tusk and knows the local landscape like the back of her talon.

When the party is ready to leave, Ollie leads them safely across the tundra until they reach the abandoned trading post. This journey takes about an hour but is uneventful. When the party reaches Nass's shack, proceed to the next scene: "Trading Favors."

TRADING FAVORS

In this scene, the party speaks with Nass Lantomir and learns that she's tracked a yeti to this location. To get the diviner's help, the heroes must find the yeti among the cabins and bring back its heart.

OBJECTIVE

The characters must speak with Nass Lantomir, then bring her the heart of a yeti.

AREA INFORMATION

This scene takes place at an abandoned trading post. Nass's shack is about five minutes away from the settlement of stone and wooden ruins.

COLDHEARTED

Ollie leads you over the final bank of snow toward a creaking wooden shack. A female human bundled in arctic clothing steps from the building and waves you closer.

The woman is Nass Lantomir, who's foreseen the characters' arrival. Once the party is within earshot, she invites them inside her cramped hut to discuss the situation.

Nass impatiently explains that she already knows what the party wants, and she can start casting her divinations immediately if they agree to retrieve something for her:

Nass pulls a crystal pendulum from her pocket, waves a hand at a barrel in the corner, then explains: "I've been tracking a yeti for days now and have determined it's hiding in the ruined trading post just beyond here. Use this pendulum to figure out which building it's in, then set it on fire with this oil. If the yeti is burning, it'll be that much easier to kill. I need its heart, and I need it in one piece. Any questions?"

Nass answers any additional questions the party might have, then points them toward the abandoned cabins.

ARE YOU YETI?

A ruined settlement of collapsed stone and rotting wood stretches before you. A biting wind whistles through the empty streets of this ghost town. There are six intact cabins large enough to hide a yeti.

The abandoned trading post has six intact cabins that could house the **yeti**. Before the party begins their search, roll a d6 to randomly determine which cabin the yeti is hiding in.

To use the crystal pendulum to find the yeti, a character must stand outside the cabin they wish to check, then make a DC 14 Intelligence (Arcana) check. On a success, the pendulum begins to swing and correctly reports yes or no.

On a failure, the pendulum starts to swing and incorrectly reports yes or no.

Even if the characters manage to avoid the yeti's notice with a successful DC 13 group Dexterity (Stealth) check, once they enter an incorrect cabin twice, the yeti becomes aware of the party and bursts out of its hiding place to attack, surprising the characters.

Nass has provided the party with enough oil to coat one cabin thoroughly. Dousing a cabin in oil takes three rounds. If the party sets an incorrect cabin on fire, the yeti becomes aware of the party and bursts out of its hiding place to attack, surprising the characters.

If the party sets the correct cabin on fire, the yeti becomes aware of the party and bursts out of the cabin to attack. The yeti begins combat on fire and takes 5 (1d10) fire damage each round until it spends an action to extinguish the flames.

Your players may use any number of other creative combinations to find and kill the yeti, but once the creature is defeated, its heart can be safely removed with a successful DC 12 Wisdom (Medicine or Survival) check. On a failure, a character still removes the heart, but it's damaged in the process.

Once the party has the yeti heart in hand and returns to Nass, proceed to the next section.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** The yeti only has 35 hit points, and remove its Chilling Gaze and Multiattack actions.
- **Weak:** Remove the yeti's Chilling Gaze and Multiattack actions.
- **Strong:** No change.
- **Very Strong:** Add one yeti.

BLOODY BARGAIN

You return to find Nass stooped over geometric patterns carved in the dirt floor.

"Put the heart in the bowl and sit down, you don't have much time," she says then places a crystal ball in the center of the patterns and begins to wave her hands as its glass surface becomes cloudy.

If the party returns the heart to Nass intact, she uses her crystal ball to divine the giants' plan of attack, which grants the party a future advantage.

The party can now return to the rally grounds for the final battle. You've completed part 2. Send your table captain to Epic HQ with your results. Move on to part 3 only after getting notification to do so.

QUEST REPORT

As soon as the quest is complete, send your table captain to Epic HQ with the results. The table captain should tell the people running Epic HQ that quest 2 was either a total success, a partial success, or a failure.

DETERMINING SUCCESS

Count each failed Intelligence (Arcana) check, each failed group Dexterity (Stealth) check, and each character who fell unconscious in the battle as one demerit.

Total Success. The party returned an intact heart to Nass and they earned three or fewer demerits.

Partial Success. The party returned a damaged heart to Nass or they earned four or more demerits.

Failure. The party didn't get the yeti heart or didn't finish in time.

QUEST 3: CRY WOLF!

Convince the nearby Reghed Wolf Tribe nomads to assist in the fight against the giant army!

Estimated Duration: 60 minutes

The characters approach a group of Reghed nomads for assistance and must rescue the group's leader, Shaktal, from the strange, humanlike hypnos magen that kidnapped her.

INTRODUCTION

When the characters are ready, read:

Wiskette the fox creeps carefully among the pine trees of the Lonelywood. "I can smell them. The Wolf nomads are just ahead, within that group of pines. I'm not getting any closer though. They're as likely to kill me and steal my fur as they are to listen to me. I'm too old for this nonsense."

The characters can approach the Reghed nomads any way they want. As long as the characters go in peacefully, they can approach the nomads without fear of violence. Since the nomads are all skilled warriors, and there are at least fifty of them, attacking the group would be folly.

CONFUSION

When the characters enter the pine grove, read:

More than fifty nomads, a mix of humans and goblins, sit around several campfires. Many stare wordlessly into the fires, while others mutter and gesture in intense and heated discussions. When they notice you, one breaks off from the group and approaches, her spear leveled in your direction and her eyebrows knit in fury.

"What did you do to her? Where did you take her?"

A successful DC 10 Intelligence (History) or Wisdom (Insight) reveals that it's very unlikely any Reghed nomad group not to have guards posted or traps protecting their camp. No check is needed to know this warrior is furious at the characters for an unknown slight. The other Wolf nomads draw weapons as well, all pointed or aimed at the characters.

Characters who make a successful DC 10 Charisma (Persuasion) check or present an *unbreakable arrow* from DDAL10-00 *Ice Road Trackers* to the warrior, defuse the situation.

Once the Wolf nomads are convinced that the characters weren't involved in the abduction, the warrior introduces herself as Prospeene, acting lieutenant in their leader Shaktal's absence. Now the characters can begin to find out what's happening.

CONVINCING

After she's calmed down and been convinced that the characters aren't involved with Shaktal's disappearance, Prospeene relays the following information:

- Their leader is a powerful Wolf nomad warrior named Shaktal. The group was settling here while more Wolf nomads joined them from other parts of Icewind Dale.
- A day ago, a strange man with no hair and little warm clothing approached the camp and asked to speak to the leader privately. He said nothing, but his words sounded in the nomads' minds.
- Shaktal granted him an audience, and after meeting privately for several minutes, Shaktal told Prospeene that she had to go with the stranger, alone, and that she'd be back before nightfall. She never returned, however.
- The Wolf nomads' best trackers attempted to find where they went but were unsuccessful.
- Prospeene refuses to answer other questions, as she doesn't fully trust the characters (even if they make incredibly sound arguments or attempt Charisma checks).

If the characters mention the approaching giant army and the need for reinforcements, Prospeene tells them that without Shaktal, the Wolf nomads aren't going anywhere.

If the characters can find Shaktal, however, their leader might be inclined to help the townsfolk in the upcoming battle. The pair were headed due east when they left camp, but that's as much direction as the Wolf nomads can provide.

CONSEQUENCES

Keep track of how successful the characters were at roleplaying their interaction with Prospeene and the nomads, and how quickly they were able to get the information.

- If they roleplayed well and succeeded on their ability checks quickly, the characters have advantage on their ability checks during the "Tracking" section, below.
- If they succeeded but suffered a couple of setbacks, the characters' ability checks during the "Tracking" section are made normally.
- If the interaction with the Wolf nomads went poorly, too much time passed and the characters' ability checks are made with disadvantage during the "Tracking" section.

TRACKING

The characters must find the trail of Shaktal and the hypnos magen. This takes place over the course of an hour or more and is resolved with a DC 10 group ability check (see "Consequences," below, for the results of success and failure).

Two members of the party must make the following checks (as their roll for the group check):

- A Wisdom (Survival) check to pick up and follow the trail.
- An Intelligence (Arcana) check to realize the trail has been magically obscured.

- The remaining characters can attempt the above checks too or contribute in their own way. Here are some examples:
- Climb vantage points, remove obstacles, or scout unsafe terrain—a Strength (Athletics) or Dexterity (Acrobatics) check.
- Find and interpret clues—an Intelligence (Investigation) or Wisdom (Perception) check.
- Look for anomalies in the surrounding landscape—an Intelligence (Nature) check.
- Check for odd behavior in the wildlife along the trail—a Wisdom (Animal Handling) check.

Due to the extended nature of the search, a spell, ability, or Help action provides no benefit to a character's check unless it lasts for an hour or more. A character may still assist others by repeating an activity over the entirety of the search (e.g. by casting *guidance* or using the Help action). However, a character who does so automatically fails their own ability check due to splitting their focus. Players should be informed of this before they commit to assisting in this manner.

Wiskette is out of sorts, because even along parts of the trail that are obvious, she can't smell anything from it. She notes that it's as if the creature they're tracking isn't even human.

CONSEQUENCES

Use the following to determine success or failure, as well as the consequences:

- If all the characters succeeded on their checks, the enemies in the next encounter are surprised.
- If the group check was successful, the characters have advantage on their initiative checks in the next encounter.
- If the group check was a failure, the characters have disadvantage on their initiative checks in the next encounter.

Regardless of how it happens, the characters arrive at a tunnel leading into the snow-covered ground. The tunnel leads beneath the frozen earth, and the ten-foot-wide passage ends in a cave, where a strange ritual is taking place.

THE CREATION RITUAL

When the characters arrive at the ritual area, read:

From the tunnel, your view into the circular cave is blocked by a 15-foot-long wall of ice and snow.

When the characters move around the wall, continue:

Four humans are frozen into columns of dark, rune-scribed ice, with only their faces sticking out. One of them, her dark face framed by white hair, is Shaktal. Her face, like those of the others trapped in the ice, is cut and dripping blood.

A human totally devoid of hair moves from one ice pillar to the next, nicking the faces of the trapped people with a thin knife. He wears only breeches. Guards wielding weapons turn at your approach.

The bald man standing next to Shaktal is a **hypnos magen**, a creature that looks human but is made from magic. It's accompanied by six **bandits** who've been paid to assist the magen in creating more of itself.

Ice Pillars. The ice pillars are magical, draining the life from the people trapped there and transferring it to the hypnos magen. While even one pillar is active, the hypnos magen regenerates 10 hit points at the start of each of its turns.

An ice pillar has AC 15 and 20 hit points, and it deactivates when reduced to 0 hit points. An ice pillar can also be deactivated with a successful DC 10 Intelligence (Arcana) check made as an action.

If an ice pillar takes damage from an area attack, the person trapped inside also takes one quarter of that damage. Shaktal has 40 hit points, and the other trapped people have 10 hit points each.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove three **bandits**. The ice pillars only have 5 hit points, and the **hypnos magen** only regenerates 5 hit points.
- **Weak:** Remove two **bandits**. The ice pillars only have 10 hit points, and the **hypnos magen** only regenerates 5 hit points.
- **Strong:** Add one **hypnos magen**. The ice pillars have 30 hit points.
- **Very Strong:** Add one **hypnos magen** and replace six **bandits** with six **scouts**. The ice pillars have 30 hit points, and the **hypnos magens** regenerate 20 hit points.

CONCLUSION

Once Shaktal and the others are freed from the pillars, and the hypnos magen is dead, the characters are free to question people.

The other three prisoners are adventurers who succumbed to the hypnos magen's Suggestion ability. The magen led them down here and trapped them in the ice, using their life force to sustain its own existence.

The guards were desperate mercenaries paid by a woman wearing robes and a painted mask to assist the strange, hairless man. They know nothing about what it was or what it was doing.

Shaktal, if rescued, thanks the characters for saving her life, and pledges the assistance of her nomad followers to defending the rally against the giant army.

QUEST REPORT

As soon as the quest is complete, send your table captain to Epic HQ with the results. The table captain should tell the people running Epic HQ that quest 3 was either a success or a failure.

DETERMINING SUCCESS

Total Success. The party rescued Shaktal in time.

Failure. The party didn't rescue Shaktal.

QUEST 4: MAMMOTH STAMPEDE

Ensure the giant army can't use the mammoths in the attack!

Estimated Duration: 60 minutes

The characters must infiltrate a holding pen for mammoths the giant army intends to use in the attack, releasing the creatures or otherwise sabotaging the operation so the giants can't use the mammoths.

INTRODUCTION

When the characters are ready, read:

Spritzel the otter careens along a trail, frantically looking right and left. Ahead, the hills rise steeply, forming an imposing barrier.

"There!" Spritzel chitters. "That's where I saw the gnolls leading the mammoths. There's a fissure there that leads to a ravine. I heard them talking about the giants coming to collect their mounts. We must do something before the giants get here. Mammoths are dangerous, so we shouldn't try to kill them. If they stampede, we'd be ground to dust. But we've gotta do something!"

Spritzel can provide information to the group on any other details he might know, but he's already shared pretty much everything he knows.

THE GUARDS

The entrance to the ravine is guarded by four **gnolls** tasked with ensuring no one finds the mammoths before the giants arrive to take them as mounts.

The Gate. The gnolls crouch behind low barricades of ice and snow in front of a barred metal gate. The gate is locked, requiring a successful DC 10 Dexterity check made by a character proficient with thieves' tools to open. The gate can also be broken open with a successful DC 20 Strength check, or by dealing 50 damage to it (AC 10). The key to the gate is held by the druid Fhargish, who waits inside the corral.

Snow Piles. Piles of snow and ice, which fell from the top of the ravine, dot the landscape leading up to the entrance. These provide hiding places for characters attempting to sneak up on the gnolls. A successful DC 10 group Dexterity (Stealth) check allows them to surprise the gnolls.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove two **gnolls**.
- **Weak:** Remove one **gnoll**.
- **Strong:** Add one **gnoll pack lord**.
- **Very Strong:** Add one **gnoll pack lord** and one **gnoll**.

THE CORRAL

Twenty mammoths are being held in a pen within the ravine in the hills. A gnoll **druid** named Fhargish moves among the beasts, keeping them settled and checking them for injuries. She's assisted by a **gnoll**.

The Corral Door. The corral door is set into a series of bars that keep the mammoths from escaping. The bars are 10 feet high and climbable with a successful DC 10 Strength (Athletics) check. The gate is locked, and the druid holds the key to unlock it (and the same key opens the outer gate as well). Otherwise, it can be opened with a successful DC 10 Dexterity check made by a character proficient with thieves' tools. The gate can also be broken open with a successful DC 20 Strength check, or by dealing 50 damage to it (AC 10).

Dealing with the Druid. Fhargish doesn't attack using spells or weapons. Instead, she riles up the mammoths in the corral to damage the characters. On her turn, she uses her action to provoke the mammoths. Any characters within the corral must make a successful DC 10 Dexterity saving throw or take 2 bludgeoning damage per character level.

Moving Among the Mammoths. If the characters enter the corral, they risk being trampled or gored by mammoths. Whenever a character starts their turn among the mammoths, they must make a successful DC 10 Wisdom (Animal Handling) check or take 2 bludgeoning damage per character level.

Damaging a Mammoth. If the characters damage a mammoth, intentionally or not, there are consequences:

- On the first instance, the mammoths startle and bellow, but they don't do enough to damage the characters.
- On the second instance, the mammoths begin to panic. Creatures inside the corral takes 4 bludgeoning damage per character level (or Hit Dice for NPCs).
- On the third instance, the panic increases. Creatures inside the corral takes 6 bludgeoning damage per character level (or Hit Dice for NPCs).
- On the final instance, the panic reaches a crescendo. The mammoths stampede, break down the gate, and flee. Creatures in the corral or in the path of the stampede must make a DC 10 Dexterity saving throw, taking 5 bludgeoning damage per character level (or Hit Dice for NPCs) on a failed save, or half as much damage on a successful one.

Fhargish doesn't harm the mammoths in order to hurt the characters more. She doesn't want to see the mammoths injured. She also doesn't take damage from the mammoths unless they stampede.

FHARGISH'S PLOY

If she's attacked, Fhargish attempts to use the half cover provided by the mammoths to hide from the characters' attacks. Any gnolls with Fhargish avoid damaging the mammoths as well, but they're susceptible to damage from panicked mammoths.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Remove one **gnoll**.
- **Weak:** No change.
- **Strong:** Add one **gnoll**.
- **Very Strong:** Add three **gnolls**.

THE ESCAPE

If the characters deal with Fhargish and the gnolls in the corral, they're looking at twenty mammoths, either calm or agitated. The characters must now decide what to do before the giant forces, less than an hour away, arrive to take possession of the mammoths.

DRIVE THEM OFF?

The characters might decide to drive the mammoths away so the giants can't use them. This is possible with some planning and a bit of skillful execution.

Getting the mammoths out of the corral peacefully requires a successful DC 10 Wisdom (Animal Handling) check. If the check fails, they refuse to move. If the check fails by 4 or more, they stampede: Anyone in the path of the stampede must make a DC 10 Dexterity saving throw, taking 5 bludgeoning damage per character level on a failed save, or half as much damage on a successful one.

COMMANDEER THEM?

The characters might instead decide to attempt to take control of the mammoths to use against the approaching giant forces. This is more difficult than simply driving them away.

Getting the mammoths out of the corral peacefully requires a successful DC 10 Wisdom (Animal Handling) check. If the check fails, they refuse to move. If the check fails by 4 or more, they stampede and can't be commandeered: Anyone in the path of the stampede must make a DC 10 Dexterity saving throw, taking 5 bludgeoning damage per character level on a failed save, or half as much damage on a successful one.

Then the characters must make a DC 15 Wisdom (Animal Handling) check. On a success, the characters have successfully commandeered the herd of mammoths. On a failure, the mammoths refuse to move. If the check fails by 4 or more, they stampede and can't be commandeered. Anyone in the path of the stampede must make a successful DC 10 Dexterity saving throw or take 5 points bludgeoning damage per character level, or half as much on a successful one.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak:** Decrease the DC of the Wisdom (Animal Handling) checks by 2.
- **Weak:** Decrease the DC of the Wisdom (Animal Handling) checks by 1.
- **Strong:** Increase the DC of the Wisdom (Animal Handling) checks by 1.
- **Very Strong:** Increase the DC of the Wisdom (Animal Handling) checks by 2.

QUEST REPORT

As soon as the quest is complete, send your table captain to Epic HQ with the results. The table captain should tell the people running Epic HQ that quest 4 was either a total success, partial success or failure.

DETERMINING SUCCESS

Total Success. The party brought the mammoths back to town to aid in the defense.

Partial Success. The party drove off the mammoths to deny them to the giant army.

Failure. The party didn't drive off the mammoths in time.

A GIANT BATTLE

The battle begins as Echilakk and her forces converge on the rally grounds!

Estimated Duration: 60 minutes

ECHILAKK AND HER ARMY ARRIVE AT THE GREAT Knucklehead Rally, intent on destroying every living thing in the area and retrieving the valuable commodities there.

Based on the success or failure of the quests from part 2, the circumstances of this battle change. The administrators will inform you of those circumstances.

As the giant army attacks, the characters must fend off the attackers while performing a variety of tasks. All the while, the verbeeg, as well as Echilakk herself, must be dealt with.

ADJUSTMENTS

The following adjustments should be made to the events of part 3 based on the results of part 2:

QUEST 1

- Total success in quest 1 means Mother Tusk's children are on the scene to assist. This assistance is represented by a d6, which each character gets at the start of part 3. At any point, they can roll that d6 and add it to an attack roll, a saving throw, or an ability check after the roll is made, but before they know whether they're successful or not (as per a hero point as described in chapter 9 of the *Dungeon Master's Guide*).
- If the groups achieved partial success in quest 1, there's no change.
- If the groups failed quest 1, the monsters in phase 3 attack with advantage on their first attack rolls.

QUEST 2

- Total success in quest 2 means the characters have a vague idea of the giant army's battle plans. The characters have advantage on initiative checks in part 3.
- If the groups achieved partial success in quest 2, there's no change.
- If the groups failed quest 2, they have disadvantage on initiative checks in part 3.

QUEST 3

- Success in quest 3 means Reghed Wolf Tribe warriors are on hand to help during phase 1. The characters have advantage on their attacks during the first round of that battle.
- If the groups failed quest 3, add one **crag cat** to each table's enemy count during phase 1.

QUEST 4

- Total success in quest 4 means a mammoth stampede damages the verbeeg in the middle of phase 2. The verbeeg must make a DC 10 Dexterity saving throw, taking 24 bludgeoning on a failed save, or half as much damage on a successful one.
- If the groups achieved partial success in quest 4, there's no change.
- If the groups failed quest 4, the mammoth stampede in phase 2 targets the characters instead of the verbeeg. The characters must make a DC 10 Dexterity saving throw, taking 5 bludgeoning damage per character level on a failed save, or half as much damage on a successful one.

RESTS

The type of rests a character can take depends on their level and the strength of their table:

- First-level characters get the benefit of a long rest regardless of table strength.
- Second-level characters get the benefit of a long rest unless they're at a **very strong** table. In that case, they get a short rest.
- Third-level characters get the benefit of a short rest unless they're at a **weak** or **very weak** table. In that case, they get a long rest.
- Fourth-level characters get the benefit of a short rest unless they're at a **strong** or **very strong** table. In that case, they don't get a rest, but may spend Hit Dice to recover hit points, if desired.

MOTIVATIONAL SPEECH

When the tables are ready to begin, Kreena Copperknight stands on the stage to address the collected adventures:

“Today we face the greatest challenge of our lives! Today we stare evil and hardship in the face, and we say: ‘ENOUGH!’ Today we prove that the resolve of goodness, of bravery, of kindness will break against NO THREAT! Evil will NEVER triumph! NEVER! NEVER!

“Will we run? [Wait for response, repeating if necessary.]

“Will we surrender? [Wait for response.]

“Will we let evil triumph? [Wait for response.]

“That’s right! Today is the day that historians will write about—that bards will sing about! Today is the day that each and every one of you becomes a hero of Icewind Dale!”

[A LOW HORN SOUNDS IN THE DISTANCE . . .]

“That sound means the enemy approaches. Take up your positions, stare the enemy right in the eye, and make sure their dying memory is of your swords, your spells, and your arrows. ICEWIND DALE FOREVER!”

During the points in her speech that call for response, players who yell out get inspiration.

In addition, 1st-level characters start this part of the adventure with 10 temporary hit points, 2nd-level characters start with 7 temporary hit points, and 3rd-level characters start with 4 temporary hit points.

THE ATTACK COMMENCES

All monsters, unless otherwise noted, approach from the right-hand side of the maps, and they can’t be targeted until they’re on the map.

When the characters are ready, read:

A cold mist rolls in. Through it, the shadowy forms of dozens of giants stomp toward you from every direction. Most howl and bellow from cruel, twisted lips. Their heads swivel, spraying spittle in all directions. Behind them, sitting atop a colossal mammoth, is a three-headed frost giant. The two outer heads shout battle commands, while the central head lolls about with eyes closed, snoring loudly.

“Smash them all, my children! Kill everything that breathes! Then we retake what the dwarves stole from us. Vaprak does not suffer thieves!”

The attack happens in phases. When a table completes one phase, it can move on to the next immediately. If your table completes the final phase, send a representative to Epic HQ to report the results.

If there’s still time remaining in this section, go back to phase 1 for a group one category of table strength higher (see “Adjusting the Scene”), and let them complete as much as possible in the time permitted.

TACTICAL MAPS

The characters are assigned (or choose) one of four maps from **appendix B**. That map shows the area the characters at that table must defend in part 3. Each map is different, but the following rules are true for each map. Not all maps have all elements.

Snow Piles. These 10-foot-high piles of snow provide half cover to creatures behind them. If a snow pile takes fire damage, it melts away, then becomes an ice patch 1 round later.

Ice Patches. Ice patches are difficult terrain. A creature that enters or starts its turn in an ice patch must make a DC 10 Dexterity saving throw. On a failed save, the creature falls prone and its speed drops to 0 until the start of its next turn.

Whale Oil Barrels. These barrels provide half cover. If a whale oil barrel takes fire damage, it explodes. Each creature within 5 feet must make a DC 10 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, and half as much damage on a successful one.

Tent. Squares inside a tent provide half cover. If a tent takes damage, it collapses and all creatures inside are grappled. While grappled by a tent, a creature is restrained, prone, and blinded, and has total cover. A creature can use an action to make a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check, freeing itself or a creature within its reach on a success. Dealing 15 slashing damage to the tent (AC 10) also frees a creature without harming it.

Bonfire. A bonfire provides bright light in a 30-foot radius, and dim light for an additional 60 feet. A creature that enters or starts its turn in a bonfire takes 7 (2d6) fire damage.

Open Water. A creature that enters or starts its turn in open water takes 7 (2d6) cold damage.

TACTICAL MAPS AND ONLINE PLAY

Despite the progress made with online tabletops, which allow increased tactical play via shared maps, using virtual tabletops can be problematic. Especially when time is a factor like in this Epic event, theater of the mind is often the best option for running combat.

If you’re running this Epic online, where each phase only has 20 minutes to complete, run the combats on a flat snowy field with no intricate features. It’s more important to give the players the chance to finish the combats quickly than to provide complicated (though interesting) tactical elements on a map.

INTERPHASE CHALLENGE

Each phase is meant to last 20 minutes. If (and only if) a table finishes a phase before the end of 20 minutes, the DM should let Epic HQ know, and someone from Epic HQ (or the DM, if applicable) presents an extra challenge: Echilakk herself, atop her mammoth mount, attacks the table. What that attack looks like depends on the table’s strength:

Very Weak. Echilakk's central head wakes and shoots a beam of cold from its eyes at one character. *Ranged spell attack:* +6 to hit; *Hit:* 4 (1d8) cold damage. Then her mount swings its trunk at one character: The target must make a successful DC 10 Dexterity saving throw or take 6 (1d12) bludgeoning damage.

Weak. Echilakk's central head wakes and shoots a beam of cold from its eyes at one character. *Ranged spell attack:* +7 to hit; *Hit:* 7 (2d6) cold damage. Then her mount swings its trunk at one character: The target must make a successful DC 12 Dexterity saving throw or take 9 (2d8) bludgeoning damage.

Normal. Echilakk's central head wakes and shoots a beam of cold from its eyes at two characters. *Ranged spell attack:* +8 to hit; *Hit:* 11 (2d10) cold damage. Then her mount swings its trunk at two characters: Each target must make a successful DC 14 Dexterity saving throw or take 13 (2d12) bludgeoning damage.

Strong. Echilakk's central head wakes and shoots a beam of cold from its eyes at three characters. *Ranged spell attack:* +9 to hit; *Hit:* 14 (4d6) cold damage. Then her mount swings its trunk at two characters: Each target must make a successful DC 15 Dexterity saving throw or take 16 (3d10) bludgeoning damage.

Very Strong. Echilakk's central head wakes and shoots a beam of cold from its eyes at each character. *Ranged spell attack:* +9 to hit; *Hit:* 14 (4d6) cold damage. Then her mount swings its trunk at each character: Each target must make a successful DC 15 Dexterity saving throw or take 19 (3d12) bludgeoning damage.

After this attack takes place, the characters can attack Echilakk and her mount with melee, ranged, or spell attacks. Echilakk and her mount have AC 15, immunity to all conditions, and they automatically succeed on all saving throws.

This damage is recorded, and Epic HQ totals the damage done to Echilakk and her mount.

ONLINE PLAY

When running this Epic event online, each DM should run the Interphase Challenge at their own table unless instructed otherwise by Epic HQ. Damage dealt to Echilakk and her mount can be reported to HQ by the DM or a player.

PHASE 1: CRAG CAT WAVE

Three **crag cats** advance on the area as the vanguard of this portion of Echilakk's army. These creatures move immediately to the closest characters and use Pounce if possible.

ADJUSTING THE SCENE

Here are some suggestions for adjusting this scene:

- **Very Weak or Weak:** Remove one **crag cat**.
- **Strong:** Add two **crag cats**.
- **Very Strong:** Add three **crag cats**.

When your table defeats the crag cats, send a table representative to Epic HQ to inform them. If 20 minutes have passed in this phase, move immediately to phase 2. If less than 20 minutes have passed, run the Interphase Challenge, then move to phase 2 when the Interphase Challenge is complete.

If your table doesn't finish this phase in 20 minutes, the creatures from phase 2 join the attack, rolling initiative and joining the current fray at the start of the next round.

PHASE 2: VERBEEG WAVE

The next wave brings the brunt of the verbeeg forces. These giants can strike lower-level characters down with a single blow, so the lower-powered tables must combine forces to bring down these giants, while the more powerful tables must bring down one (or more) on their own.

ADJUSTING THE BATTLE

The tables were divided into pods at the start of the event. Three Very Weak tables with work together as a single pod. Two Weak tables with work together as a single pod. Normal, Strong, or Very Strong tables with form their own pods.

Each pod must defeat an initial wave of two **verbeeg marauders**, followed by a second wave of two **verbeeg marauders** at the start of the fourth round after the initial verbeeg attack.

For pods with multiple tables, the DMs within those pods need to work together (with the help of an administrator, if possible) to keep track of the damage done to the verbeeg by all the tables.

Additionally, for multitable pods, the damage dealt by the verbeeg should be divided by the number of tables in the pod, rounded up:

- For three-table pods, a verbeeg spear deals 5 piercing damage in melee, or 6 piercing damage if thrown.
- For two-table pods, a verbeeg spear deals 7 piercing damage in melee, or 9 piercing damage if thrown.

When your pod defeats the verbeeg in this phase, send your table captain to inform Epic HQ. If 20 minutes have passed in this phase, move immediately to phase 3. If less than 20 minutes have passed, run the Interphase Challenge, then move to phase 3 when the Interphase Challenge is complete.

If your table doesn't finish this phase in 20 minutes, the creatures from phase 3 join the attack at the start of the next round.

RUNNING PHASE 2 ONLINE

If running phase 2 online, it might be difficult for DMs to coordinate the verbeeg's hit points. In that case, use the following hit point totals for the verbeeg. When your table exceeds the hit point totals for the verbeeg, move on to the next phase with your table without needing to coordinate with other DMs or administrators:

- **Three-Table Pod:** The **verbeeg marauders** only have 30 hit points each.
- **Two-Table Pod:** The **verbeeg marauders** only have 50 hit points each.

PHASE 3: ECHILAKK'S FINAL PUSH

With her verbeeg army falling, Echilakk approaches each group, using her innate magic to summon creatures. Read:

The three-headed frost giant rides her mammoth mount to the edge of the area you're defending. The sleepy middle head opens its eyes and speaks. "You're foolish to defend the dwarf who robbed my home. I'll give you one chance to live. Stop your defense and hand over the fire-haired dwarf, and I'll let you live. Agreed?"

If 50 percent of tables at the event agree to the deal, Echilakk stomps through the fairground and grabs Kreena, riding off with her. If they don't, Echilakk summons monsters to continue the assault, as listed below. At your discretion, Echilakk summons the monsters among the characters (rather than spawning them at the right-hand edge of the map):

- **Very Weak:** Two **ice toads**
- **Weak:** Four **ice toads**
- **Normal:** Two **giant ice toads**
- **Strong:** Four **giant ice toads**
- **Very Strong:** Two **ice trolls**

If the characters defeat the monsters, send your table captain to inform Epic HQ. If there's any time remaining, run the Interphase Challenge.

If you complete the Interphase Challenge and there's still time remaining, run the phase 1 encounter, using the monsters from the next higher table difficulty level (see "Adjusting the Scene").

If the characters don't defeat all the monsters from part 3 before the 60 minutes expires, send your table captain to inform Epic HQ.

CONCLUSION: VICTORY OR DEFEAT?

The Epic's outcome depends on how the tables fared:

TOTAL VICTORY

If more than 80 percent of tables defeated all their enemies within the 60 minutes, and Echilakk and her mount were reduced to 0 hit points, the event achieved total victory.

Echilakk is Defeated. If this is the case, read the following:

The sound of a low horn signals retreat for the verbeeg army, but it's too late. The verbeeg fall beneath the onslaught of your weapons and magic. The three-headed giant and her mammoth mount, riddled with wounds both martial and magical, topple to the snowy ground.

Kreena Copperknight, her weapon slick with blood, climbs onto the platform. "Glorious victory! Bravery and honor! Today we have defeated corrupt evil. Tomorrow, with brave souls such as all of you, we shall end this cursed darkness. Icewind Dale will rise and see the glorious sunlight again!"

PARTIAL VICTORY

If less than 80 percent of tables defeated all their enemies within the 60 minutes, or if Echilakk and her mount weren't reduced to 0 hit points, the event achieved partial victory. Either Echilakk is defeated and her army disbands into a blizzard, or the army is defeated but Echilakk escapes.

Use the following text depending on the outcome:

Echilakk Escapes. If Echilakk and her mount weren't reduced to 0 hit points, read:

Echilakk watches her army fall around her. Despite the damage done to her and her mammoth mount, the three-headed frost giant refuses to fall. Her two alert heads growl a final warning before she disappears into a blizzard. "Don't think you've seen the last of Echilakk. Vaprak has given me great power, and I'll use it to bring eternal death to you all!"

The Army Retreats. If Echilakk and her mount were reduced to 0 hit points:

The sound of a low horn signals retreat for the verbeeg army. The three-headed giant and her mammoth mount, riddled with wounds both martial and magical, topple to the snowy ground. The remnants of the giant army, powerful enough to stand against your stout defense, disappear into the blizzard that sweeps across the area. They're defeated for now, but another leader might be able to motivate them to attack at a later time.

FAILURE

If less than 80 percent of tables defeated all their enemies within the 60 minutes AND Echilakk and her mount weren't reduced to 0 hit points, the event is a failure. The event is also a failure if 50 percent of tables agreed to turn

Kreena over to Echilakk. In this case, Kreena is captured and held prisoner by Echilakk—which may lead to more adventures another day!

If this is the case, read the following:

The giants and the other creatures in the strange, three-headed frost giant's army have proven too powerful on this day. They cut through the collected resistance, bearing down on Kreena Copperknight. With a vicious blow, Echilakk the giant knocks Kreena unconscious. She throws the dwarf's limp form across the back of her mount and screams to her army.

"We have what we came for. No one steals from Echilakk and goes unpunished. Leave these puny creatures to their fun and games. We prepare for war!"

With that, Echilakk's combined forces leave the battlefield. A grisly fate awaits Kreena Copperknight.

REWARDS

At the end of the adventure, everyone receives rewards based upon their accomplishments:

CHARACTER REWARDS

The characters earn the following rewards:

ADVANCEMENT

Upon successfully completing this adventure, each character gains a level. At their discretion, they may choose to decline advancement. Remind your players that the amount of gold their characters can earn per level is limited; declining advancement means they may reach a point where they earn no gold.

GOLD

Award each character 80 gp for completing the adventure.

MAGIC ITEMS

For completing the adventure, the characters gain the following magic items, described in **appendix C**:

- *Horn of silent alarm*
- *Potion of greater healing*

If the characters achieve at least a partial victory in the adventure, they also gain access to the following magic items.

- *Mariner's armor*
- *Rope of climbing*

If the characters achieve total victory in the adventure, they also gain access to the following item:

- *Figurine of wondrous power (snowy owl)*

DUNGEON MASTER REWARDS

For running this adventure, one of your characters gains a level and receives 80 gp.

DRAMATIS PERSONAE

The following NPCs feature prominently in this adventure:

ECHILAKK (ETCH-EH-LACK)

This frost giant everlasting one shunned her traditional frost giant upbringing to become an acolyte of Vaprak, the troll god. Vaprak answered Echilakk's prayers and granted her two extra heads, extraordinary powers, and the will to conquer everything south of the Reghed Glacier.

What They Want. To punish the dwarves who plundered her treasure.

Bent on Destruction. Echilakk didn't expect to meet this much resistance pursuing Kreena, but now she's determined to kill everything in her path unless Kreena surrenders.

KREENA COPPERKNIGHT (KREE-NAH)

Kreena is a red-haired dwarf who, along with her three husbands, form a successful adventuring company. She loves to fight and to party—and not necessarily in that order. They recently plundered treasure from the lair of the three-headed frost giant Echilakk.

What They Want. To bring joy to the people of Icewind Dale during this difficult time.

Fun-Loving, but Reckless. Kreena believes herself to be invincible, so she spends money and risks her own safety in pursuit of whatever whim takes her.

MOTHER TUSK

Mother Tusk was awakened by a powerful goliath druid to act as a companion and confidant. The druid became corrupted, and Mother Tusk saw what he was doing to do to the animals in her care. She led the animals to safety, and she's been trying to protect them for the last several months. She doesn't discuss the druid with others.

What They Want. To keep her charges safe.

Caring, but Ruthless. Mother Tusk cares more for her animals than for humans, and she'll happily put humans at risk for her family.

NASS LANTOMIR (NAZZ LAN-TOE-MEER)

A diviner looking for answers to many questions in the frozen North.

What They Want. To finish her experiments and prognostications.

Curt and Calculating. Nass isn't much for small talk or other people. She seeks knowledge and little else.

OLLIE (AHL-EE)

The awakened snowy owl acts as a scout and guide for Mother Tusk. She tries to find the humor in this life that's been given to her.

What They Want. To protect Mother Tusk and her family.

Says Who? Getting others to laugh is what keeps Ollie going. She's a constant source of puns, especially on the words "who" and "owl." For example, she'll tell the knock-knock joke to get the characters to say "Who who?" She replies, "Now you're speaking my language."

SHAKTAL (SHOCK-TALL)

The leader of a band of Reghed Wolf Tribe nomads, she serves the upstart chief Aluka.

What They Want. Aluka asked Shaktal to find safe havens for her people and to recruit members to fight against Isarr, the "Wolf King," and that's what she plans to do.

Friendly and Wise. Shaktal knows that both the carrot and the stick are great motivators, and she prides herself on knowing exactly when, and to what degree, to use each.

SPRITZEL (SPRIT-ZELL)

The awakened otter likes to wear jewelry and generally make a spectacle of himself.

What They Want. To brave danger and find shiny things.

Irrepressible. As an awakened animal, Spritzel knows he's going to die. He doesn't want to die any time soon, but he wants to die spectacularly and for a good cause.

WISKETTE (WHISS-KET)

The awakened snow fox is one of the cagiest creatures in Mother Tusk's family. She's getting weary of the world and just wants life to go back to the way it was before the Everlasting Rime befell Icewind Dale.

What They Want. To drive the dangerous creatures away so she can return to her den and get warm.

Angry as a Fox. She's angry and flies into an expletive-laced rant at the slightest provocation.

The following creatures appear in this adventure:

APPENDIX A:

CREATURE STATISTICS

The following creatures appear in this adventure:

BANDIT

Medium humanoid (any race), any non-lawful alignment

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

CRAG CAT

Large monstrosity, unaligned

Armor Class 13

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	4 (–3)	14 (+2)	8 (–1)

Skills Perception +4, Stealth +7

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Nondetection. The cat can't be targeted or detected by any divination magic or perceived through magical scrying sensors.

Pounce. If the cat moves at least 20 feet straight toward a creature then successfully hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the cat can make one bite attack against it as a bonus action.

Spell Turning. The cat has advantage on saving throws against any spell that targets only the cat (not an area). If the cat's saving throw succeeds and the spell is of 7th level or lower, the spell has no effect and instead targets the caster.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

DRUID

Medium humanoid (any race), any alignment

Armor Class 11 (16 with *barkskin*)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Challenge 2 (450 XP)

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*

1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage with two hands or 6 (1d8 + 2) bludgeoning damage with *shillelagh*.

GIANT ICE TOAD

Large monstrosity, neutral

Armor Class 14 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 10

Languages Ice Toad

Challenge 3 (700 XP)

Amphibious. The toad can breathe air and water.

Cold Aura. Any creature that starts its turn within 10 feet of the toad takes 5 (1d10) cold damage.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the toad can't bite another target.

Swallow. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller creature the toad is grappling. *Hit:* 10 (2d6 + 3) piercing damage, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the toad, and it takes 10 (3d6) acid damage and 11 (2d10) cold damage at the start of each of the toad's turns. The toad can have only one target swallowed at a time.

If the toad dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.

GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (hide armor, shield)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	11 (+0)	6 (-2)	10 (+0)	7 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/2 (100 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Longbow. *Ranged Weapon Attack:* +3 to hit, range 150/600 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

GNOLL PACK LORD

Medium humanoid (gnoll), chaotic evil

Armor Class 15 (chain shirt)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

Rampage. When the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll can take a bonus action to move up to half its speed and make a bite attack.

ACTIONS

Multiattack. The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Incite Rampage (Recharge 5–6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.

HYPNOS MAGEN

Medium construct, unaligned

Armor Class 12

Hit Points 34 (4d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	14 (+2)	10 (+0)	7 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 10

Languages understands the languages of its creator but can't speak, telepathy 30 ft.

Challenge 1 (200 XP)

Fiery End. If the magen dies, its body disintegrates in a harmless burst of fire and smoke, leaving behind anything it was wearing or carrying.

Magic Resistance. The magen has advantage on saving throws against spells and other magical effects.

Unusual Nature. The magen doesn't require air, food, drink, or sleep.

ACTIONS

Psychic Lash. The magen's eyes glow silver as it targets one creature that it can see within 60 feet of it. The target must succeed on a DC 12 Wisdom saving throw or take 11 (2d10) psychic damage.

Suggestion. The magen casts the *suggestion* spell (save DC 12), requiring no material components. The target must be a creature that the magen can communicate with telepathically. If it succeeds on its saving throw, the target is immune to this magen's *suggestion* spell for the next 24 hours. The magen's spellcasting ability is Intelligence.

ICE TOAD

Medium monstrosity, neutral

Armor Class 12

Hit Points 32 (5d8 + 10)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	14 (+2)	8 (-1)	10 (+0)	6 (-2)

Skills Perception +2

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Ice Toad

Challenge 1 (200 XP)

Amphibious. The toad can breathe air and water.

Cold Aura. While the toad is alive, any creature that starts its turn within 5 feet of the toad takes 3 (1d6) cold damage.

Standing Leap. The toad's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage plus 4 (1d8) cold damage. If the target is a Medium or smaller creature, it is grappled (escape DC 11). Until this grapple ends, the toad can't bite another target.

ICE TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 115 (10d10 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	22 (+6)	7 (-2)	9 (-1)	7 (-2)

Skills Perception +2

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 8 (3,900 XP)

Cold Aura. While it's alive, the troll generates an aura of bitter cold that fills the area within 10 feet of it. At the start of the troll's turn, all nonmagical flames in the aura are extinguished. Any creature that starts its turn within 10 feet of the troll takes 10 (3d6) cold damage.

Keen Smell. The troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The troll regains 10 hit points at the start of its turn. If the troll takes acid or fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 9 (2d8) cold damage. If the target takes any of the cold damage, the target must succeed on a DC 15 Constitution saving throw or have disadvantage on its attack rolls until the end of its next turn.

SCOUT

Medium humanoid (any race), any alignment

Armor Class 13 (leather armor)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

Skills Nature +4, Perception +5, Stealth +6, Survival +5

Senses passive Perception 15

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Keen Hearing and Sight. The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

ACTIONS

Multiattack. The scout makes two melee attacks or two ranged attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

VERBEEG MARAUDER

Large giant, neutral evil

Armor Class 14 (hide armor, shield)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	16 (+3)	11 (+0)	10 (+0)	9 (–1)

Saving Throws Dex +2, Con +5

Skills Animal Handling +2, Athletics +6, Stealth +2

Senses passive Perception 10

Languages Common, Giant

Challenge 4 (1,100 XP)

Simple Weapon Wielder. A simple weapon deals one extra die of its damage when the verbeeg hits with it (included in the attack).

ACTIONS

Multiattack. The verbeeg makes two melee attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage, or 17 (3d8 + 4) piercing damage if used to make a ranged attack or used with two hands to make a melee attack.

WINTER WOLF

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (–2)	12 (+1)	8 (–1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5–6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

WOLF

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	3 (–4)	12 (+1)	6 (–2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The wolf has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (–1)	12 (+1)	7 (–2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

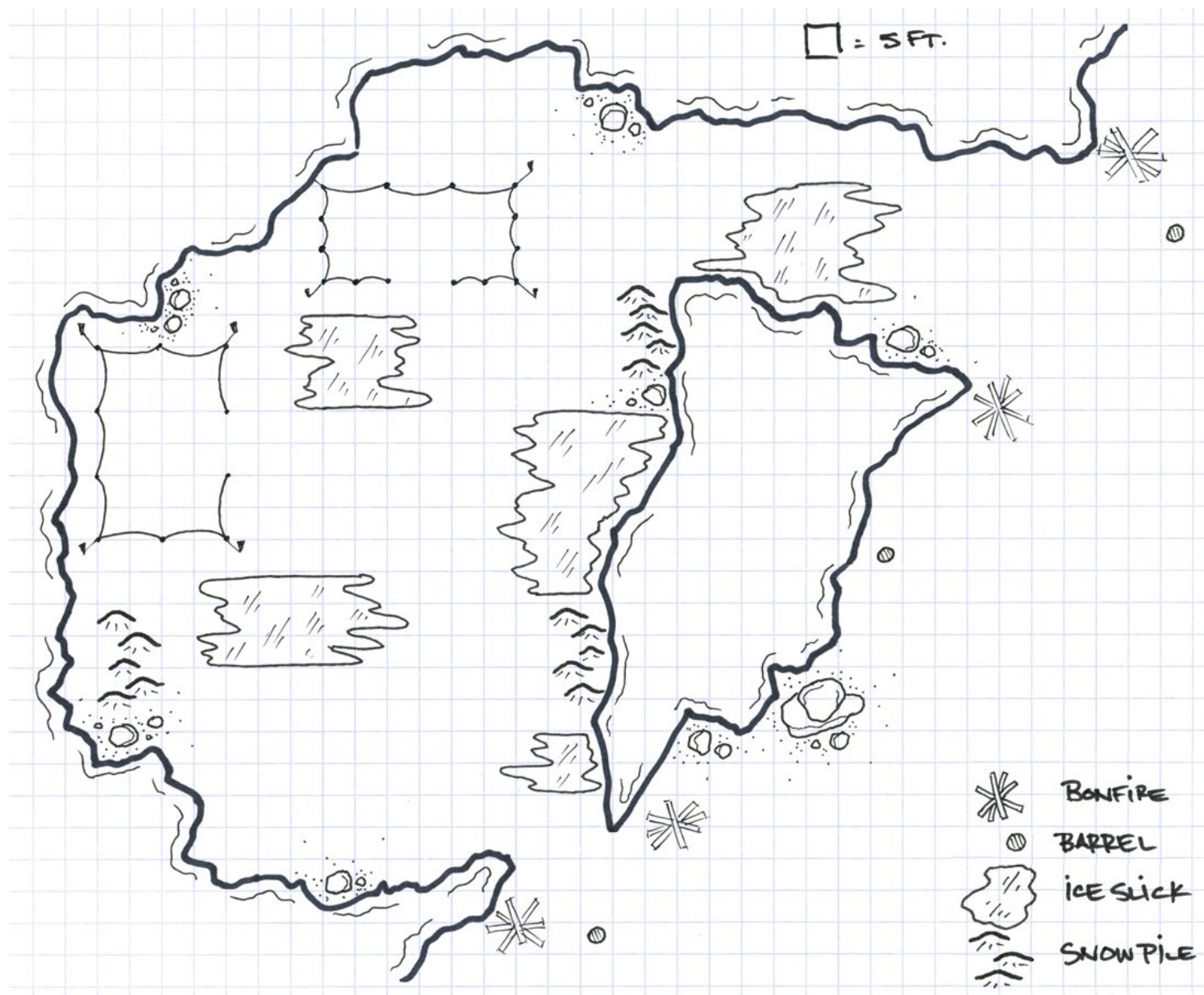
Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

APPENDIX B: DUNGEON MASTER MAPS

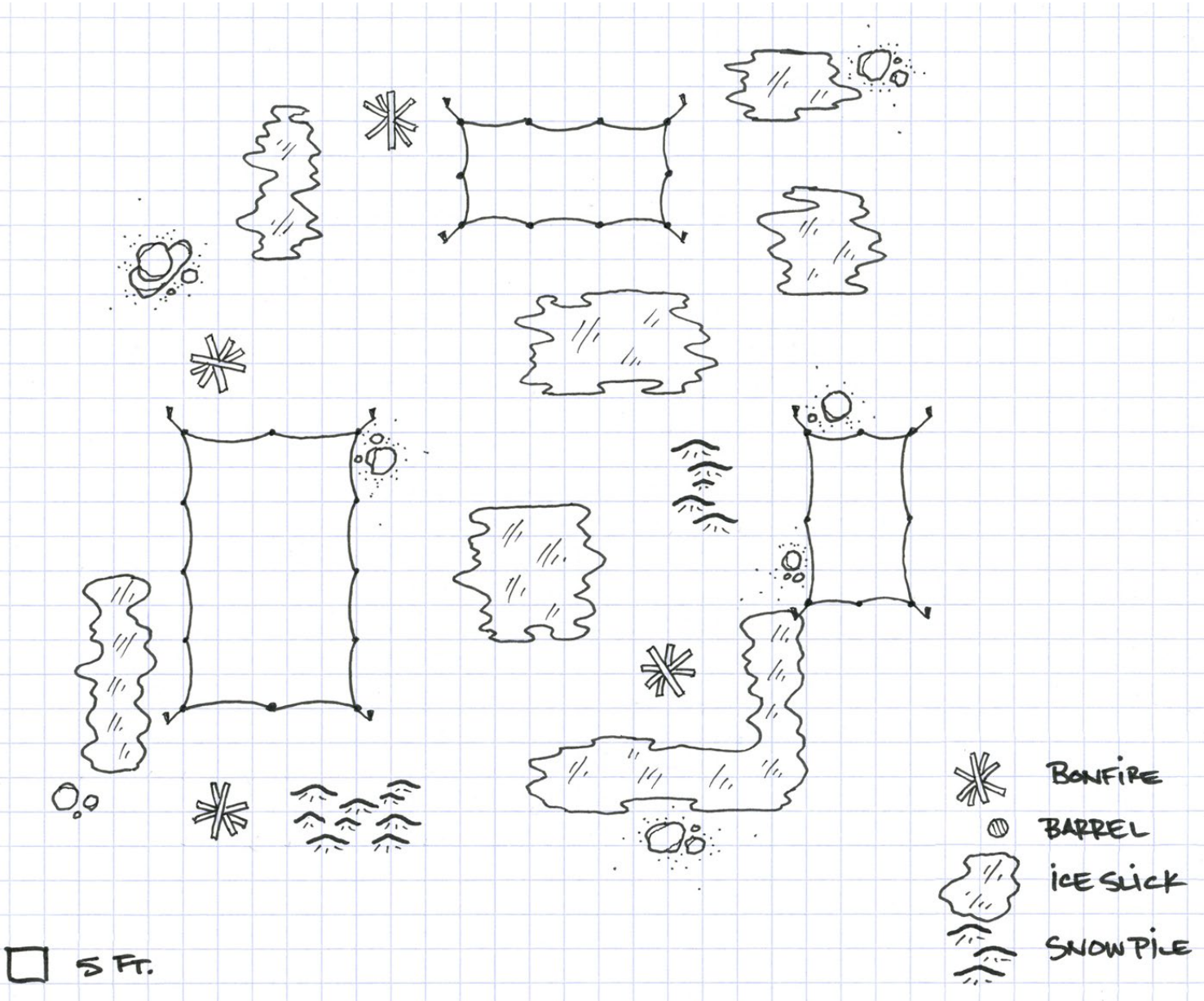
PART 3 (MAP 1)



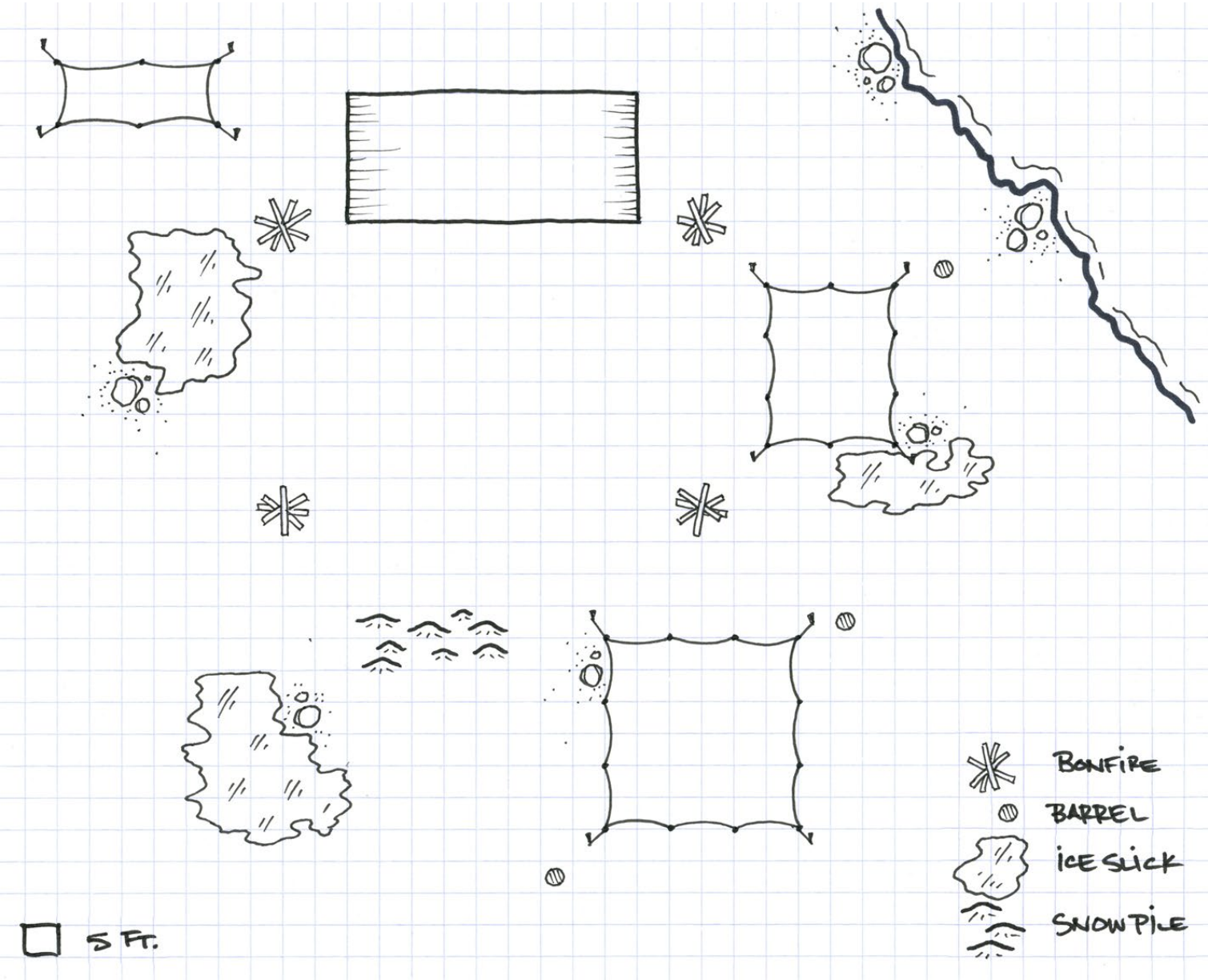
PART 3 (MAP 2)



PART 3 (MAP 3)



PART 3 (MAP 4)



APPENDIX C: MAGIC ITEMS

The following magic items can be found in the adventure:

FIGURINE OF WONDROUS POWER (SNOWY OWL)

Wondrous item, uncommon

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Snowy Owl (Uncommon). This silver statuette of a snowy owl can become a snowy owl (use the **raven** stat block) for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in snowy owl form, the figurine allows you to cast the *animal messenger* spell on it at will.

HORN OF SILENT ALARM

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horn's blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn.

MARINER'S ARMOR

Armor (any), uncommon

While wearing this armor, you have a swimming speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points, the armor causes you to rise 60 feet toward the surface. The armor is decorated with fish and shell motifs.

This armor can be padded, leather, studded leather, hide, chain shirt, scale mail, ring mail, or chain mail.

POTION OF GREATER HEALING

Potion, uncommon

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

POTION OF GROWTH

Potion, uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF POISON

Potion, uncommon

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

ROPE OF CLIMBING

Wondrous item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

APPENDIX D: ADMINISTRATOR'S GUIDE (IN-PERSON EVENT)

ORDER OF EVENTS

The lead administrator should use this guide to direct the event, including handling the timing of the event and making sure any DMs, NPCs, or helper administrators are performing their tasks at the correct time.

+0 MINS.: SEATING

Get players and DMs seated at their assigned tables and set up to play.

+5 MINS.: PART 1 INTRODUCTION

Once everyone is settled, an administrator welcomes everyone to the Epic and the person playing the role of Kreena Copperknight reads the following:

ADMINISTRATOR

The Great Knucklehead Rally is in full swing. People from across Ten-Towns and Icewind Dale wander through clusters of festively colored tents and makeshift food stalls. A band plays somewhere among the tents, filling the crisp arctic air with warbling notes.

Dozens of torches and lanterns light the area, staving off the now-perpetual darkness hanging above the dale. These lights reveal the rally-goers are weary, yet determined to forget their hardship for just a few hours.

As you take in the scene, a female dwarf with fiery hair climbs atop a wooden platform. She raises her hands, and the band falls silent.

KREENA

"Good people of Ten-Towns and Icewind Dale, welcome to the Great Knucklehead Rally! I'm Kreena Copperknight, and I wanted to share the bounty of my long and successful adventuring career with you all.

"We of the Copperknight clan have a saying: 'the hardest substances yield the best treasures!' With that thought in mind, I invite you all to forget these troubling times for a few hours. Let us instead drink, eat, and compete as only the bravest and strongest of Icewind Dale can! There are three events to mark the day, so find my husbands and take your best shot at winning.

"My brave Therdoc is overseeing the main event, the Knucklehead Rally, where you can test your luck and angling skills. My ingenious Javon is the judge for the ice sculpture contest, testing both your artistic spirit and your crafting ability. My charming Bramali is looking to crown the best thespian at the rally in a dramatic reading contest. Now, grab a tankard, enjoy some food, and let the games begin!"

"Also, make sure you take the time to greet each other. Friendship is as good as kinship in a land of strangers, and you never know how one kind word might make all the difference in someone's life. Now, grab a tankard, enjoy some food, and let the games begin!"

+25 MINS.: PART 1 WARNING

The administrator makes the following announcement:

There are 30 minutes remaining to complete part 1!

+55 MINS.: PART 1 CLOSING

KREENA

"You've all proved yourselves worthy champions! Before the festivities resume, let's give a cheer to shake the snow from the mountaintops! Repeat each line after me."

The performer playing Kreena leads the room in the following callback chant. Read one line aloud, wait for the crowd to call it back, and repeat until the end.

"People of Faerûn,
Hear our voice,
For the toughest,
There is no choice,
When other hearts,
Begin to pale,
Not the heroes,
Of Icewind Dale."

Once the players have quieted down, proceed to the next section:

"We need spirit like that to get us through this trial of darkness. If the resourcefulness and talent I've seen today are any indication, we'll triumph over anything nature or the gods can throw at us! Now, it's time to crown our winners."

ADMINISTRATOR

An avian shriek suddenly splits the air, as a snowy owl lands on the platform next to a startled Kreena.

OLLIE THE OWL

"People, please listen carefully. We've come to help you, as some of you helped us before!"

SPRITZEL THE OTTER

"There's a whole army of giants coming this way! They're destroying everything in their path. You don't have long until they arrive."

WISKETTE THE FOX

"If you don't stop them, these giants will continue to ravage the towns, then our forests next. We have some ideas on how to help if you're brave enough to try."

ADMINISTRATOR

Each table has 5 minutes to decide which quest they'll undertake. At that time, we'll start part 2!

+1 Hr. 5 MINS.: START PART 2

The administrator makes the following announcement:

Begin part 2! Each table has 1 hour to complete their quest!

+1 Hr. 35 MINS.: PART 2 WARNING

The administrator makes the following announcement:

There are 30 minutes remaining to complete part 2!

+2 HRS. 5 MINS.: END PART 2

The administrator makes the following announcement:

Part 2 is now complete. We'll take a 15-minute break to tabulate the successes or failures for each quest. Be ready to resume play in exactly 15 minutes.

FINAL CALCULATIONS FOR PART 2

When the results for all the tables are in, look at how many tables succeeded, partially succeeded, or failed at each quest. The most prominent result for each quest determines the overall success or failure for that quest.

+2 HRS. 20 MINS.: BEGIN PART 3

The administrator makes the following announcement:

We are about to begin part 3. DMs, these are the results of the quests from part 2:

Quest 1: Success/Partial Success/Failure

Quest 2: Success/Partial Success/Failure

Quest 3: Success/Failure

Quest 4: Success/Partial Success/Failure

KREENA

"Today we face the greatest challenge of our lives!

Today we stare evil and hardship in the face, and we say:

'ENOUGH!' Today we prove that the resolve of goodness, of bravery, of kindness will break against NO THREAT! Evil will NEVER triumph! NEVER! NEVER!

"Will we run? [Wait for response, repeating if necessary.]

"Will we surrender? [Wait for response.]

"Will we let evil triumph? [Wait for response.]

"That's right! Today is the day that historians will write about—that bards will sing about! Today is the day that each and every one of you becomes a hero of Icewind Dale!"

[A LOW HORN SOUNDS IN THE DISTANCE . . .]

"That sound means the enemy approaches. Take up your positions, stare the enemy right in the eye, and make sure their dying memory is of your swords, your spells, and your arrows. ICEWIND DALE FOREVER!"

ADMINISTRATOR

A cold mist rolls in. Through it, the shadowy forms of dozens of giants stomp toward you from every direction. Most howl and bellow from cruel, twisted lips. Their heads swivel, spraying spittle in all directions. Behind them, sitting atop a colossal mammoth, is a three-headed frost giant. The two outer heads shout battle commands, while the central head lolls about with eyes closed, snoring loudly.

ECHILAKK

“Smash them all, my children! Kill everything that breathes! Then we retake what the dwarves stole from us. Vaprak does not suffer thieves!”

+2 HRS. 30 MINS.: BEGIN PHASE 1

An administrator makes the following announcement:

DMs! Begin phase 1!

+2 HRS. 50 MINS.: BEGIN PHASE 2

An administrator makes the following announcement:

DMs! Phase 1 has ended. If you haven't done so yet, begin phase 2!

+3 HRS. 10 MINS.: BEGIN PHASE 3

An administrator makes the following announcement:

DMs! Phase 2 has ended. If you haven't done so yet, begin phase 3!

+3 HRS. 30 MINS.: RESULTS COUNT

An administrator makes the following announcement:

DMs! That's the end of part 3. Send your table captains to Epic HQ with your results.

After tabulating the results, announce to the participants whether the Epic resulted in a total victory, a partial victory, or a failure. The Epic's outcome depends on how the tables fared.

DID ECHILAKK SURVIVE?

To figure out the total amount of damage needed to defeat Echilakk and her mount, use following formula:

Number of Tables × Average Strength of Tables × 15 (rounded down)

Very Weak = 1, Weak = 2, Average = 3, Strong = 4, Very Strong = 5

For example, if your event has 10 tables, and the average party strength of those tables is 2.5, then the formula results in:

10 × 2.5 × 15 = 375 hit points

One-third of those hit points belong to Echilakk's mount, and two-thirds belong to Echilakk herself. In the example above, Echilakk would have 250 hit points, and her mount would have 125 hit points.

Note that you don't need to track Echilakk's and her mount's hit points while part 3 is happening. Only after part 3 concludes do you need to collect the data for how much damage was dealt to Echilakk and her mount, but make sure the DMs and administrators are recording that information when it happens.

TOTAL VICTORY

If more than 80 percent of tables defeated all their enemies within the 60 minutes, and Echilakk and her mount reduced to 0 hit points, the event achieved total victory. Echilakk is defeated.

If this is the case, read the following:

The sound of a low horn signals retreat for the verbeeg army, but it's too late. The verbeeg fall beneath the onslaught of your weapons and magic. The three-headed giant and her mammoth mount, riddled with wounds both martial and magical, topple to the snowy ground.

Kreena Copperknight, her weapon slick with blood, climbs onto the platform. “Glorious victory! Bravery and honor! Today we have defeated corrupt evil. Tomorrow, with brave souls such as all of you, we shall end this cursed darkness. Icewind Dale will rise and see the glorious sunlight again!”

PARTIAL VICTORY

If less than 80 percent of tables defeated all their enemies within the 60 minutes, or if Echilakk and her mount weren't reduced to 0 hit points, the event achieved partial victory. Either Echilakk is defeated and her army disbands into a blizzard, or the army is defeated but Echilakk escapes.

Use the following text depending on the outcome:

Echilakk Escapes. If Echilakk and her mount weren't reduced to 0 hit points, read:

Echilakk watches her army fall around her. Despite the damage done to her and her mammoth mount, the three-headed frost giant refuses to fall. Her two alert heads growl a final warning before she disappears into a blizzard. "Don't think you've seen the last of Echilakk. Vaprak has given me great power, and I'll use it to bring eternal death to you all!"

The Army Retreats. If Echilakk and her mount were reduced to 0 hit points, read:

The sound of a low horn signals retreat for the verbeeg army. The three-headed giant and her mammoth mount, riddled with wounds both martial and magical, topple to the snowy ground. The remnants of the giant army, powerful enough to stand against your stout defense, disappear into the blizzard that sweeps across the area. They're defeated for now, but another leader might be able to motivate them to attack at a later time.

FAILURE

If less than 80 percent of tables defeated all their enemies within the 60 minutes AND Echilakk and her mount weren't reduced to 0 hit points, the event is a failure. The event is also a failure if 50 percent of tables agreed to turn Kreena over to Echilakk. In this case, Kreena is captured and held prisoner by Echilakk—which may lead to more adventure on another day!

If this is the case, read the following:

The giants and the other creatures in the strange, three-headed frost giant's army have proven too powerful on this day. They cut through the collected resistance, bearing down on Kreena Copperknight. With a vicious blow, Echilakk the giant knocks Kreena unconscious. She throws the dwarf's limp form onto the back of her mount and screams to her army.

"We have what we came for. No one steals from Echilakk and goes unpunished. Leave these puny creatures to their fun and games. We prepare for war!"

With that, Echilakk's combined forces leave the battlefield. A grisly fate awaits Kreena Copperknight.

ADMINISTRATOR'S GUIDE (ONLINE EVENT)

ONLINE CHANGES

This section offers a framework for running the event online, based on three successful runs at its D&D Celebration 2020 premiere. You can adjust as needed.

START

0:00 EVENT STARTS

- Players should arrive early if possible. DMs can welcome them and help work out any technical difficulties. DMs can tell players to read over any documents provided before the event if they haven't already. If there are any links to outside content the players will need during the event (Twitch, upload sites for contest relics, etc.), the DMs can provide those links.
- **Important:** DMs must use the HQ Reporting channel (#hq-dm-communication) to tell HQ their table's Average Party Level.
- To give people some idea what is going on, you can provide them with the text for the narrated introduction (this will also be played as part of the Twitch stream when part 1 begins):

The Great Knucklehead Rally is in full swing. People from across Ten-Towns and Icewind Dale wander through clusters of festively colored tents and makeshift food stalls. A band plays somewhere among the tents, filling the crisp arctic air with warbling notes.

Dozens of torches and lanterns light the area, staving off the now-perpetual darkness hanging above the dale. These lights reveal the rally-goers are weary, yet determined to forget their hardships for just a few hours.

As you take in the scene, a female dwarf with fiery hair climbs atop a wooden platform. She raises her hands, and the band falls silent.

PART 1

0:10 PART 1 BEGINS

- When this part begins, the following recorded text will be streamed to the tables via Twitch. A link will be provided, but DMs can also share their screens to allow players to hear it without having to leave Discord:

NARRATOR

The Great Knucklehead Rally is in full swing. People from across Ten-Towns and Icewind Dale wander through clusters of festively colored tents and makeshift food stalls. A band plays somewhere among the tents, filling the crisp arctic air with warbling notes.

Dozens of torches and lanterns light the area, staving off the now-perpetual darkness hanging above the dale. These lights reveal the rally-goers are weary, yet determined to forget their hardship for just a few hours.

As you take in the scene, a female dwarf with fiery hair climbs atop a wooden platform. She raises her hands and the band falls silent.

KREENA

"Good people of Ten-Towns and Icewind Dale, welcome to the Great Knucklehead Rally! I'm Kreena Copperknight and I wanted to share the bounty of my long and successful adventuring career with you all.

"We of the Copperknight clan have a saying: 'the hardest substances yield the best treasures!' With that thought in mind, I invite you all to forget these troubling times for a few hours. Let us instead drink, eat, and compete as only the bravest and strongest of Icewind Dale can! There are three events to mark the day, so find my husbands and take your best shot at winning.

"My brave Therdock is overseeing the main event, the Knucklehead Rally, where you can test your luck and angling skills. My ingenious Javon is the judge for the ice sculpture contest, testing both your artistic spirit and your crafting ability. My charming Bramali is looking to crown the best thespian at the rally in a dramatic reading contest.

"Also, make sure you take the time to greet each other. Friendship is as good as kinship in a land of strangers, and you never know how one kind word might make all the difference in someone's life. Now, grab a tankard, enjoy some food, and let the games begin!"

0:15 PART 1—THE FISHING TOURNAMENT BEGINS

Fishing contests are handled by the DM at the table, in the form of a group check. (See the bullets below to show how to adjudicate the fishing tournament.) DMs should report the results to the HQ. This lets you know when everyone is done, and you can announce the results of the fishing contest later.

Running the Fishing Contest:

- Each player at the table (to a maximum of 6 players) must attempt a single check, which could be any of the following examples or another applicable skill or tool check if the DM thinks it a suitable replacement. Only spells or abilities whose effects last LONGER than 1 minute offer effective aid. Shorter duration spells like *guidance* or use of the Help action aren't sufficient.
- Intelligence (Nature) to find a good fishing spot/hole.
- Wisdom (Survival) to properly setup and use the fishing kit/tools.
- Wisdom (Perception) to monitor the pole until a fish snags the line.
- Dexterity (Sleight of Hand) to reflexively yank the pole and hook the fish.
- Strength (Athletics) to pull the beast out of the water.
- Charisma (Persuasion) to maintain focus and keep others on task.
- The DM decides if other skills apply, using the examples above as a guideline.
- Encourage roleplaying the skill checks, but mind the allotted time.

Using the above, the fishing contest works as follows:

- For each result of 15–24, put 1d10 into the dice pool.
- For each result of 25 or more, instead put 2d10 into the dice pool.
- If you have fewer than five players, add 1d10 for each player under five.
- When complete, roll all d10 in the dice pool. Keep the 5 highest results and add them together. Report that number to HQ.
- Use the following table to translate the result:

Result	Type of Fish	Weight
0–5	Minnow	Result/2 lb.
5–10	Grayling	Result/2 lb.
11–25	Perch	Result/2 lb.
26–30	Salmon	Result/2 lb.
31–35	Arctic Char	Result/2 lb.
36–40	Trout	Result/2 lb.
41–45	Knucklehead Trout	Result lb.
46–50	Giant Knucklehead	Result lb.

0:30 PART 1—THE ICE SCULPTURE AND ACTING TOURNAMENTS BEGIN

At this point, the players can go to their assigned channel for either Ice Sculpting or Acting. Players who don't want to do either can also wander into one of the NPC channels. DMs and players then go to their respective places.

DMs are either assigned to one of the channels, to a specific NPC, or they can wander as a random NPC of their choosing.

Players do the same based on each player's choice.

Using pods, collect all participants from 6–8 tables using their own Discord channel. Like so:

- Ice Sculpting—Tables #301–#307
- Ice Sculpting—Tables #308–#314
- And so on

Remind players that they've agreed to a code of conduct when they entered the event.

In each pod, one DM is assigned to Sculpting, while another DM is assigned to Acting. Provide instructions for each.

For Sculpting, people can submit image files to the corresponding channel to be judged, and a winner will be selected.

For Acting, a person or a duo can recite an ad-libbed monologue or two-person scene.

Other DMs will take on the role of one of the NPCs.

Any who finish early can go to NPCs. We want to encourage groups to go quickly, and DMs need to allow time for judging the entries.

While these are taking place, anyone who chooses not to take part in Acting/Sculpting can talk to NPCs.

Each DM is either running an acting/sculpting pod or running an NPC.

NPCs will be played by a selection from DMs not running a pod.

The following NPCs each have their own Discord channel. (The Discord room names are deliberately vague):

- Ale Tasting (Balok Copperknight)
- Challenge of Strength (Kuori)
- Repairs (Doxi)
- Hermit (Ol' Jack)
- Merchant (Whimsy)
- Trapper (Dash)
- Lutist (Strawberry)

The remaining NPCs are played by a selection of remaining DMs (multiple copies of each). They drop in on tables where there are still people who aren't visiting the NPCs or participating in a contest.

- Woof (Koda)
- Evidence (Selanar)
- Lost Page (Rudy)

HQ keeps track of how many boons wandering NPCs can still give out.

Boons are capped at one-third of tables, so 63 tables could have 21 boons.

0:50 PART 1—THE CONTESTS AND MINGLING END

Players and DMs return to their table-channels. A minute later, Kreena appears again and speaks.

KREENA

“You’ve all proved yourselves worthy champions! Before the festivities resume, let’s give a cheer to shake the snow from the mountaintops! Repeat each line after me.”

“People of Faerûn,
Hear our voice,
For the toughest,
There is no choice,
When other hearts,
Begin to pale,
Not the heroes,
Of Icewind Dale.”

“We need spirit like that to get us through this trial of darkness. If the resourcefulness and talent I’ve seen today are any indication, we’ll triumph over anything nature or the gods can throw at us! Now, it’s time to crown our winners.”

The speech is interrupted by Mother Tusk’s family:

OLLIE THE OWL

“People, please listen carefully. We’ve come to help you as some of you helped us before!”

SPRITZEL THE OTTER

“There’s a whole army of giants coming this way! They’re destroying everything in their path. You don’t have long until they arrive.”

WISKETTE THE FOX

“If you don’t stop them, these giants will continue to ravage the towns and then our forests next. We have some ideas on how to help if you’re brave enough to try.”

The tables can now have a break for a few minutes. When they come back, they must decide which of the four quests they’ll perform, and they have 45 minutes to complete that quest.

PART 2

1:00 PART 2—DECIDE ON QUEST AND COMPLETE PART 2

1:50 PART 2 ENDS

Allow a 10-minute break for the players while DMs provide the results of part 2.

PART 3

2:00 PART 3 BEGINS

KREENA

"Today we face the greatest challenge of our lives! Today we stare evil and hardship in the face, and we say: 'ENOUGH!' Today we prove that the resolve of goodness, of bravery, of kindness will break against NO THREAT! Evil will NEVER triumph! NEVER! NEVER!

"Today is the day that historians will write about—that bards will sing about! Today is the day that each and every one of you becomes a hero of Icewind Dale!"

[A LOW HORN SOUNDS IN THE DISTANCE . . .]

"That sound means the enemy approaches. Take up your positions, stare the enemy right in the eye, and make sure their dying memory is of your swords, your spells, and your arrows. ICEWIND DALE FOREVER!"

NARRATOR

A cold mist rolls in. Through it, the shadowy forms of dozens of giants stomp toward you from every direction. Most howl and bellow from twisted lips. Their heads swivel, spraying spittle in all directions. Behind them, sitting atop a colossal mammoth, is a three-headed frost giant. The two outer heads shout battle commands, while the central head lolls about with eyes closed, snoring loudly.

ECHILAKK

"Smash them all, my children! Kill everything that breathes! Then we retake what the dwarves stole from us. Vaprak does not suffer thieves!"

Each phase is 20 minutes. If the table finishes early, run the Interphase. If they finish late, the next phase piles onto current monsters.

Phase 1: Crag Cats

Run it as written, and as quickly as possible. If the party damage Echilakk and her mount during the Interphase Challenge, report this.

Phase 2: Verbeeg

Don't use pods. Instead, adjust the verbeeg stats based on your table's strength.

For Very Weak tables, the verbeeg have 30 hit points, and a verbeeg spear deals 5 piercing damage in melee, or 6 piercing damage if thrown.

For Weak tables, the verbeegs have 50 hit points, and a verbeeg spear deals 7 piercing damage in melee, or 9 piercing damage if thrown.

Average, Strong, or Very Strong tables use normal verbeeg stats.

Possible Table Interaction:

If a verbeeg hits a PC with a natural 18 or higher, this knocks the PC into the table above or below yours. The character goes into that table's voice channel and describes what happens. One of the enemies present at that table (random or DM's choice, but not Echilakk or her mount) is knocked prone.

The player goes to the other channel, narrates what happens, the DM notes the effect (prone, etc.) and then the player goes back to their channel.

Phase 3: Echilakk's Final Push

Echilakk makes an offer at the table. Only if your table agrees to surrender Kreena do you report it to HQ.

Monsters appear at each table, summoned by Echilakk. The Interphase Challenge can happen once more.

CONCLUSION

HQ decides on Full Victory, Partial Victory or Failure, based upon the information the DMs have provided.

- To ensure HQ has the full picture, use the dedicated Discord channel to communicate your results, but also mention if you have technical issues or other factors out of the table's control that impact phase 3.

APPENDIX E:

SCENE FESTIVAL HANDOUTS

SCENE ONE: THE FISHER'S LAMENT

One performer is needed to play the role of FISHER

FISHER

To fish, or not to fish? That is the question:
Whether 'tis nobler in the mind to suffer,
The muddy clothes and freezing toes of ill fortune,
Or to cast lines into the seas of fishes,
And, by opposing, catch them? To hook, to sink
—No more
For who would bear the waiting all the time,
The snapped line, the biting trout,
The frozen rear, the crawling worms,
The hook in the hand, the cramp in the back,
When they themselves might their quietus make
By a life of farming instead? Who would these troubles bear,
To grunt and reel under a weary life,
But that the threat of rent,
The eternal debt that must be paid, puzzles the will
And makes us rather fish those fish we know
Than switch to jobs that we know not of?
Thus, conscience does make cowards of us all,
And we seek the knucklehead once more.

SCENE TWO: FURY OF WINTER

Two performers are needed for this scene. One to play the role of THE SUN and one to play the role of AURIL.

THE SUN

Hello, sweet Dale! Hello, tiny people! It's me, your best friend, the sun! Here you go, have some light.

AURIL

Not so fast, foul sun! You will not shine today!

THE SUN

Oh, no! It's Auril the Frostmaiden! Queen of Winter! She can be very mean.

AURIL

That's right, sun, it's me. And like I said, you will not shine today, nor any other day from now until the end of time.

THE SUN

But why, Auril? The creatures of the land need my light to live.

AURIL

I care not for the creatures of the land. All I care about is my beautiful snow and my lovely ice sculptures. When you shine, you melt them away, you fiend!

THE SUN

I'm sorry your sculptures melt, Auril. Why don't you make them out of stone instead?

AURIL

. . . Because I'm the Queen of Snow and Ice not rocks, you fool! Now be quiet and submit to my Everlasting Rime.

THE SUN

OH, NOOOOOOOOOO!

AURIL

Ha, ha. Farewell, annoying sun. Now Icewind Dale is only mine, and no hero would ever dare to take it back from me!
[Auril lets out an evil laugh as the scene ends.]

SCENE THREE: HISTORICAL REENACTMENT

Multiple performers are needed for this scene, if there are more parts than performers, double up roles.

Dramatis Personae:

NARRATOR	BRUENOR
TOWN SPEAKER	CATTI-BRIE
WULFGAR	DRIZZT
REGIS	GUENHWYVAR

NARRATOR

To tell our story, we travel back in time many years ago, when Icewind Dale also faced terrible trouble. Our scene opens as a group of heroes called “The Companions” ask a town speaker for aid.

TOWN SPEAKER

Who are you all? And what are you doing in my bedroom?!

WULFGAR

I’m Wulfgar, son of Beornegar!

REGIS

Hi there, speaker. You know me! I’m your old pal, Regis.

BRUENOR

By the hammer, it is I, Bruenor Battlehammer!

CATTI-BRIE

Apologies for the intrusion, but we promise it’s important. My name is Catti-Brie!

DRIZZT

And it is I, Drizzt Do’Urden. One who has struggled for acceptance in this land after facing a lifetime of appalling cruelty. Though I wrestle daily, and frequently, with my inner demons, I have ultimately decided a life amongst these fellows I call my friends is the only life worth having.

GUENHWYVAR

Meow!

NARRATOR

The town speaker began to sweat nervously. What were so many adventurers doing here? What could they possibly want?

TOWN SPEAKER

What are so many adventurers doing here? What could you possibly want?

REGIS

Now we don't mean to alarm you, good speaker.

CATTI-BRIE

But there's a massive army headed for Ten-Towns.

BRUENOR

And by the flaming forge, it's led by a demon!

WULFGAR

And honestly, there's too many for even my hammer to take down.

GUENHWYVAR

Meow!

TOWN SPEAKER

Okay, well . . . what do you want me to do about it?

NARRATOR

The Companions all looked at one another, wondering if the town speaker had listened to a word they said.

DRIZZT

While I know more than anyone how hard it is to change the minds of people, I ask you, speaker, to rally the people of Ten-Towns for a fight. While prejudice is the worst threat imaginable, a murderous demon army is temporarily more threatening.

GUENHWYVAR

Meow!

DRIZZT

That's exactly right, my truest friend.

TOWN SPEAKER

You make a pretty good point, I guess. Okay! I'll get everyone together and we'll have a vote. . . . Will you please leave my room now?

NARRATOR

And so, the Companions succeeded once again. And the speaker did their best to rally the rest of Ten-Towns. But that's a story for another day.

APPENDIX F:

DUNGEON MASTER TIPS

To DM an adventure, you must have 3 to 7 players—each with their own character within the adventure's level range (see Adventure Primer). Characters playing in a hardcover adventure may continue to play too, but if they play a different hardcover adventure, they can't return to the first if they level beyond its level range.

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PREPARING THE ADVENTURE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception) score, and anything the adventures specifies as notable (such as backgrounds, traits, and flaws).

Players can play an adventure they previously played as a player or DM but may only play it once with a given character. Ensure each player has their character's adventure logsheet (if not, get one from the organizer) with their starting values for level, magic items, gold and downtime days. These are updated at the conclusion of the session. The adventure information and your information are added at the end of the adventure session—whether they completed the adventure or not.

Each player is responsible for maintaining an accurate logsheet. If you have time, you can do a quick scan of a player's character sheet to ensure nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they can't, feel free to restrict item use or ask them to use a standard ability score array.

Point players to the *D&D Adventurers League Players Guide* for reference. If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THIS ADVENTURE

To determine whether you should consider adjusting the adventure, add up the characters' levels and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's average party level (APL). To approximate the **party strength** for the adventure, consult the table below:

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than	Very Weak
3–4 characters, APL equivalent	Weak
3–4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6–7 characters, APL less than	Average
6–7 characters, APL equivalent	Strong
6–7 characters, APL greater than	Very Strong